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POLYHEDRON™

Newszine Issue 28

RPGA™ NETWORK

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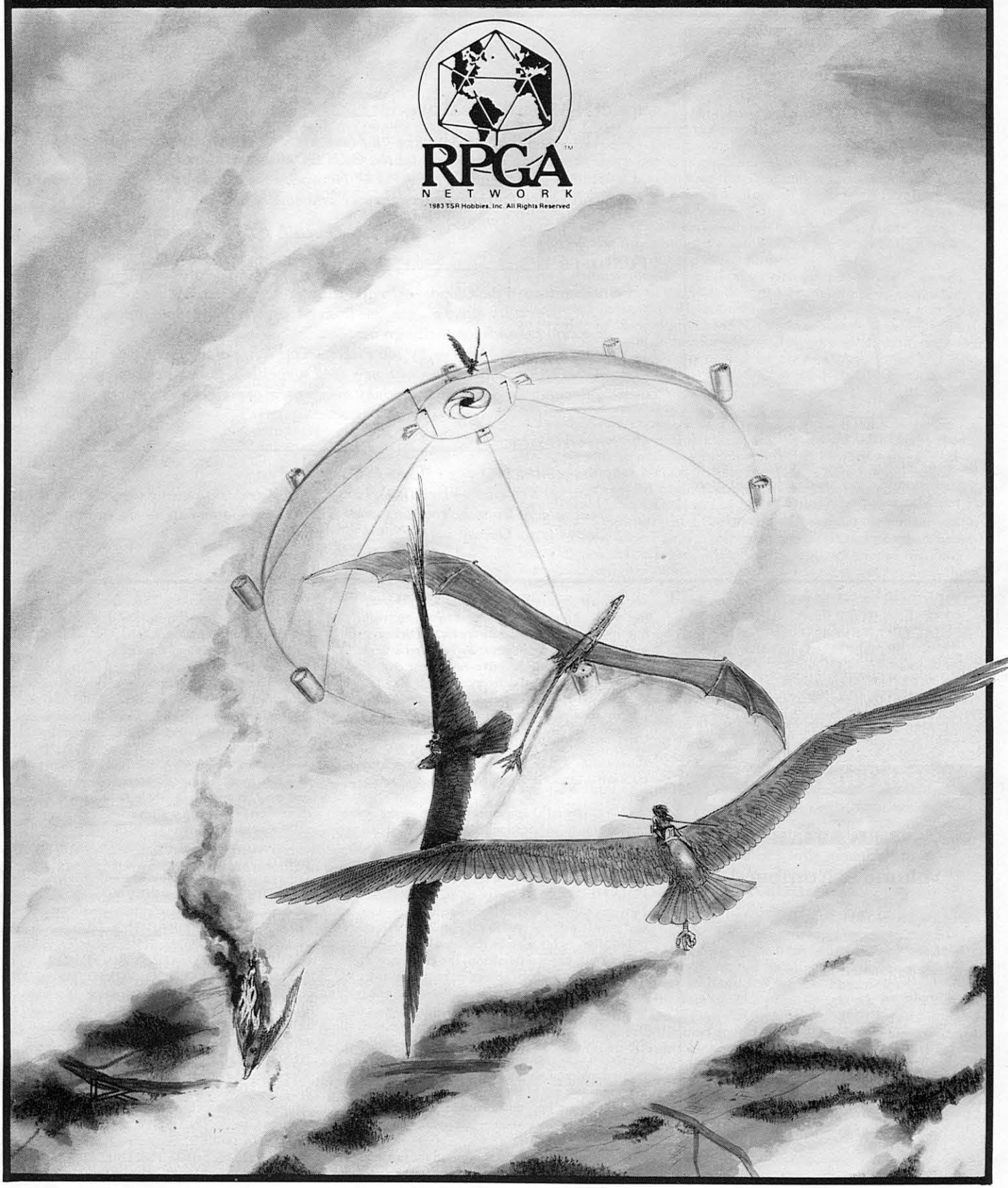

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POLYHEDRON™ Newszine (the official newsletter of TSR, Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published bimonthly by TSR, Inc. The mailing address for all correspondence is: P.O. Box 509, Lake Geneva, WI 53147. Telephone: (414) 248-3625.

POLYHEDRON Newszine is mailed free to all RPGA™ members. US membership rates are $12 per year (bulk mail delivery only); foreign rates are $20 per year (surface mail) or $30 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to insure uninterrupted delivery.

POLYHEDRON™

NEWSZINE

Volume 6, Number 1

Issue #28

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Notes From HQ

If this is your first issue of POLYHEDRON™ Newszine, I'd like to take this opportunity to welcome you to the RPGA™ Network. The newszine is your means of communication with over 9,000 other gamers worldwide. In it, we publish articles donated by members, club news, official rulings on game-related questions, and tournament modules. If you have an idea that you would like to share with the rest of the Network, write it up and send it to HQ. This is your chance to speak out!

Convention News

This past quarter, RPGA Network tournaments have been held at the following game conventions across the United States:

Convention	Location
WINTER FANTASY 1986	Lake Geneva, Wisconsin)
DEN CON I	Palm Bay, Florida
CHATTACON	Chattenooga, Tennessee
GAMEKEEPERS TROPHY	Parma, Ohio
MINI-CON 5	Fayetteville, North Carolina
PHOENIXCON 1.0	Atlanta, Georgia
IMAGICON V	Manhattan, Kansas
THE BRIGADE SPRINGCON	Elkhart, Indiana
BASHCON '86	Toledo, Ohio
CONCAVE 7	Park City, Kentucky
MILCON II	Milwaukee, Wisconsin
TRI-CON IV	Raleigh, North Carolina
MACON OPUS I	Macon, Georgia
NEO-CON V	Akron, Ohio
CAPCON	Columbus, Ohio
COASTCON IX	Biloxi, Mississippi
LAF-CON I	Lafayette, Indiana
BATCON V	Batesville, Indiana
CONQUEST IV	Lansing, Michigan
AnArkon III	Little Rock, Arkansas
MISCON I	Missoula, Montana
TRI-STATE CON	Cincinnati, Ohio

On the whole, the tournaments were very well received both by players and by judges. HQ has not yet received results from CHATTACON, TRI-CON IV, COASTCON IX, BATCON V, MISCON I, and TRI-STATE CON as of this printing; prizes and experience points will be awarded to the participants as soon as the results are in and verified.

Frank Mentzer and I were unable to attend CAPCON as scheduled due to illness; we apparently acquired the Northern Ohio Flu during our visit to NEOCON V in Akron two weeks before. Our sincere apologies to those who were hoping to talk with us in Columbus; hopefully we can try again next year. Frank also attended AnArkon III in Little Rock, and LAF-CON I featured TSR's Jon Pickens and Harold Johnson. I had the pleasure of attending WINTER FANTASY 1986 and MILCON II, along with Jon, Harold, Frank, and numerous other famous people from the southeastern Wisconsin area.

Only one advertised tournament did not occur; we at HQ aren't certain whether the convention which requested it occurred either. A representative of CIDCON, a first-time comics convention in Charleston, South Carolina, arranged for an RPGA Network tournament and a guest appearance by Jeff Grubb — then our contact disappeared, and we could find no one at the site with any information on the convention. We assume that it was cancelled.

On that subject, I would like to say that the RPGA Network is happy to accomodate those members who run conventions by arranging tournaments and passing along requests for guest appearances to TSR designers. But please be responsible in making such requests, and do not abuse the privilege. Conventions requesting guest appearances from TSR employees are expected to pay for the guest's food, lodging, and travel expenses to and from the convention. Like tournament requests, all requests for guest appearances must be in writing and should be sent to the RPGA Network. Include as much detail as possible. Acceptance of such offers is strictly voluntary, so be sure to include a list of alternate choices in case your first-choice person declines. If this is your first try at running a convention, consider asking for just a tournament this year. That way, if your convention is successful, you can try for a guest the next time, but if it doesn't bring the attendance you expect, you aren't out too much money.

As for tournaments, the Network customarily provides some prizes in the form of merchandise and/or membership extensions, plus membership extensions for judges. Your convention may wish to provide additional prizes for Network-sponsored events, but HQ assumes no responsibility for those, so beware of false offers. So far, we have only received one complaint about such an offer. DEN CON I in Florida offered the winner of the RPGA Network tournament a boat, but repossessed it after a dispute over results. To the best of our knowledge, it has not yet been awarded.

In other convention news, the results of the RPGA Network AD&D® Game Tournament held at Origins '85 have finally come in, so we will be updating memberships and awarding experience points as soon as we can process the data. Those memberships which have expired while awaiting updates for that convention will be reinstated, backdated to last July when the tournament occurred. Likewise, using the pre-registration lists from last year's GEN CON Game Fair, we have reconstructed most of the tournament data which was lost. Membership updates should be going out within another month to those who have not yet received them.

The City Project

Some time ago, I proposed that we in the RPGA Network combine our efforts and create a fantasy city. The legal aspects of the project have not yet been completely resolved, but we do plan to start taking submissions as soon as we receive the official go-ahead. We haven't any details to give you on submission procedures yet, but I'll keep you posted in this column.

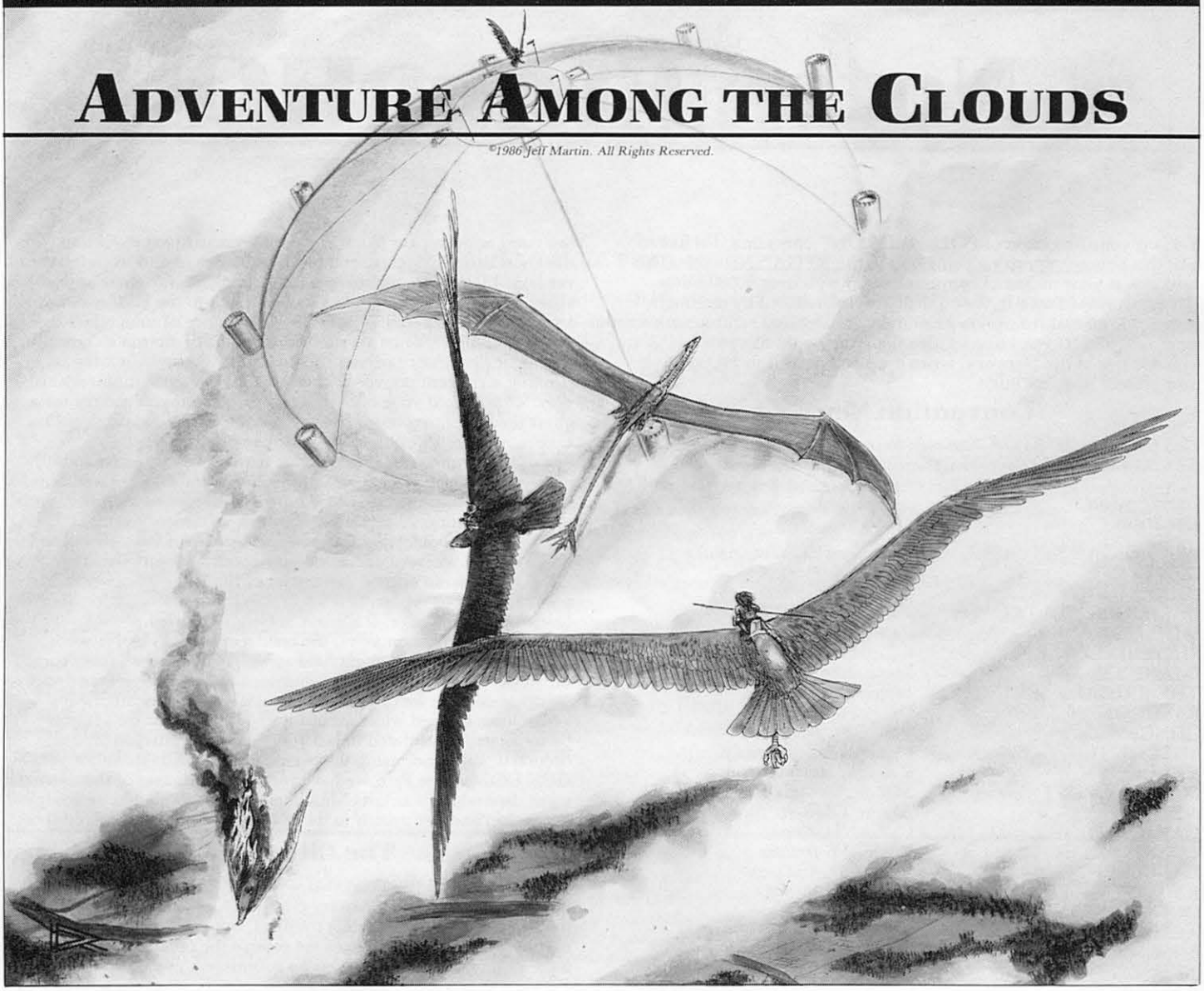
For those of you who have recently joined us, the proposal is that each member wishing to contribute to the project may send in as much or as little as desired, including taverns, shops, colorful NPCs, townhouses, street encounters, and so forth. All submissions will be combined and rewritten for consistency by HQ, and the final version will then be published. Each contributor will be initially credited in print and will receive a free copy from the first printing. In that way, we will have a fantasy city that we can all use, and we will all have contributed a little something to it.

White Rabbits

As of the date we go to press, the Newszine is still behind schedule getting through production, but we're making excellent progress toward catching up. We expect to be back on track by August. All corrections have been made on the membership directory, and it should be at the printer within a few weeks. The computer program to process tournament data has temporarily taken a back seat to the computer needs of GEN CON® 19 Game Fair, but we still hope to have it done within the next month or two. Membership extensions for tournament winners and judges have been released, but the experience levels listed on the cards have not yet been updated. We expect to issue new cards to all those with tournament experience before GEN CON 19 Game Fair. Letters should be going out at the same time to let you know your exact point totals.

'Til next issue,
Penny Petticord

ADVENTURE AMONG THE CLOUDS



by Jeff Martin

Aerial adventures are few and far between. Since flight capability is usually a prerequisite, adventures in the sky are typically short in duration — often consisting of a few encounters with wandering flyers and not much else. Aerial combat takes place in three dimensions and is often hard to visualize, much less resolve. But recently a module appeared in which part of the adventure took place on a cloud island[1] (UK7, Dark Clouds Gather). A cloud island is an excellent setting for extended airborne adventuring, providing a solid footing, interesting terrain, and encounters with a wide range of creatures which make their homes there, including cloud giants[1], storm giants[1], silver dragons[2], cloud dragons[3], and many others.

But what exactly IS a cloud island, and what kind of adventures can be designed for one? I have expanded upon the material given in *Dark Clouds Gather* and come up with my own concepts of the origin and nature of cloud islands. While not official rules expansions, these suggestions may help you to develop your own ideas for play.

The Origin of Cloud Islands

There are several theories about where the first clouds islands came from and why they were created. Clerics claim that various sky deities created cloud islands to provide places of shelter and safe breeding grounds for fantastic flying creatures. Mages, on the other hand, maintain that cloud islands consist of elemental material escaped from the elemental plane of air[1] or possibly some hitherto undiscovered para-elemental vapor plane[3]. This material rises and collects together in a manner similar to the formation of normal clouds. A few renegade illusionists claim that cloud islands can be created magically, with permanized modifications of some well-known spells such as *solid fog*[3]. If either of these latter theories is correct, cloud islands are still being formed.

The main proponents of all three theories claim that the terrain features found on some cloud islands were added later by various beings. Some sages claim to have unearthed records describing the first migration of cloud and storm giants to the cloud islands and detailing major construction projects that were carried out on some of them (not all of which were castle work), before the giants finally ascended to avoid a future foretold cataclysm. However, the authenticity of these papers has not been proven. It seems equally likely that one or more deities may have added the terrain, as the clerics assert.

Composition

Cloud islands are composed primarily of a mixture of air, water vapor, and suspended water droplets held together by some unknown means. This cloudstuff resembles the material of a normal cloud, but remains together somehow instead of combining with the atmosphere. As described in *Dark Clouds Gather*, it has no weight, and may exist as solid, liquid, or gas, in any combination which befits the circumstances.

Cloudstuff tends to repair damage to itself by seeping gradually into holes and refilling them. It can be manipulated magically through the use of various spells which affect mist or vapor, and some creatures

accustomed to using it (such as giants or dragons) seem to be able to manipulate it physically as though it were soil or rock. In either case, intelligent cloud-dwelling creatures use cloudstuff as the basic building material for castles and other structures. Once formed into a desired shape, the cloudstuff tends to remain in that shape until disrupted or intentionally reformed. Pieces broken off of a cloud structure dissipate rapidly into the vapor state, though the material remains with the cloud island and does not leak out into the atmosphere.

Each cloud island consists of a sturdy, one-inch thick floating platform composed of solid cloudstuff surrounded by swirling vapors of the same material. The platform floats near the top of the cloud island. Its surface is opaque white and its texture is hard and grainy due to the tiny crystals of ice trapped within it. Its rough surface provides sure footing even when wet. The platform is sturdy but porous, permitting air and water vapor from the atmosphere to pass through freely.

The swirling vapors of cloudstuff surrounding the platform give the island the appearance of a normal cloud. The mists are usually white or gray, but can take on a purple or black color if storm conditions exist around the island. The mists are of the same material as the rest of the cloud island.

Normally, the mists rise to about three feet above the cloud platform. However, the vapors can also be constrained into set shapes, magically or otherwise. The most common manifestations of this are massive columns of mist, 10′ to 100′ tall, along the perimeter of the cloud island, which serve to shield its unusual features from casual inspection.

Within the mists, visibility is limited to 2′-8′, as per the *obscurement*[4] spell. Above the mist layer, visibility increases to 100 yards. Normal vision ranges apply at a height of 20′ above the platform; however, vision is still limited as described when looking down into the vapors. Due to this limited visibility, all combat within the cloudstuff is penalized as per the *haze*[3] cantrip, and the chance to hide in shadows[4] is augmented by 5%.

Appearance

Cloud islands resemble normal cumulus clouds, or in some cases, dark storm clouds. However, continued observation reveals that they do not change shape as they drift along, as normal clouds do.

Cloud islands are usually oval or circular in shape, but any appropriate form is possible. The actual size of a cloud island can vary greatly, ranging from .1 mile to 10 miles in diameter. The largest islands only rarely come near the ground, and their campaign use should be well considered, for they are likely to be inhabited by creatures powerful enough to defend them from conquest.

Terrain features, such as hills and stream beds, can be built up on an island from cloudstuff by certain creatures. Cloud and storm giants frequently build castles and other structures in this manner as well.

Movement

Most inhabited cloud islands are stationary, staying at the same altitude and location with respect to the ground at all times. This fixed "address" allows creatures using those islands for lairs or breeding grounds to locate them without difficulty after an absence. However, a few cloud islands (10%) do have movement. Of those, 65% have a pre-set movement pattern, circular, oval, spiral, or even figure-eight. Mobile cloud islands move at 6″ unless propelled by outside forces or gale force winds. The remaining 35% are free-floating, drifting with the breeze in the direction of the prevailing winds. Such drifting cloud islands are usually uninhabited, meandering across the world with loose patterns of air currents, until intelligent cloud-dwellers anchor them at set locations and develop them for habitation.

Cloud islands are normally found at an altitude of 2,000-20,000 feet (1d10 × 2,000), but those which move automatically adjust their altitude in order to avoid collision with high terrain such as mountains.

Weather

Most cloud islands go through natural weather cycles of about 14 days, picking up atmospheric moisture as normal clouds do, and becoming gradually darker until they resemble stormclouds. Finally, this collected moisture is released as rain, hail, sleet, or even snow as prevailing atmospheric conditions dictate. The water precipitated is in addition to that contained within the cloudstuff, and the precipitation does not decrease or otherwise affect the substance of the cloud island itself. Optionally, some cloud islands might always appear as stormclouds, possibly because of the habitation of some extremely evil force (cf. *Dark Clouds Gather* module). Lightning and thunder frequently accompany these stormy conditions.

Flora and Fauna

Cloud-dwellers frequently choose to enclose their islands inside domes of solid cloudstuff, either for camoflage or to provide better conditions for landscaping the interior. Filtered sunlight, air, and water vapor pass through the solid cloudstuff, creating a greenhouse effect inside the dome. Lakes and streams occur when moisture trapped within the dome as water vapor condenses in crevices and depressions. On the more elaborate islands, miniature versions of natural aqua-systems can be produced within the dome. Rivers are fed by ice from mountain glaciers, and the moisture is recycled by evaporation from marshes and swamps.

If a thin soil layer (usually 10′-60′) is added, plants of all types can grow and thrive inside the dome, regardless of outside conditions. The constant warm temperature and ready supply of moisture cause plants to flourish abundantly, growing at twice their normal rate. In addition, the plants have enhanced taste and nutritional value. With care, most plants can grow to enormous size in such an environment, and their taste and nutritional value is likewise enhanced. In the same span of time it takes normal plants to mature, these gigantic plants grow to double or treble the size of their counterparts on the earth.

These gigantic fruits and vegetables are a major source of food for giants who live on cloud islands, since their dietary needs are proportionately greater than those of humans. No giant's castle is complete without food gardens on its grounds.

Gardens and other terrain features are usually located toward the center of the cloud island, and cover no more than 50% of its surface. Grasslands, jungles, forests, swamps, hills, mountains, and glaciers may occur anywhere within the dome. The "natural" terrain is normally kept free of cloud vapors, though some cloud-dwellers consider it a decorative touch.

Since the temperature inside a domed island can be maintained quite precisely, regardless of outside conditions, it is not impossible to find an anomaly such as a cloud island full of jungle vegetation floating above a subarctic region.

Cloud-dwellers are also known to breed various herd animals on their islands as an additional source of food. Although the animals do not reach enormous proportions, they typically are good and healthy specimens. Maintaining herd beasts requires providing vast expanses of grazing land, but with the abundant food supply and lack of predators, the animals multiply quickly. Streams are often stocked with fish as well.

With careful planning and cultivation of plant and animal food sources, an average cloud island can support a family of giants, plus dragons, couatl[1], and numerous other inhabitants. This may explain why such creatures are so rarely seen on the ground, even for feeding.

Inhabitants

A vast array of creatures might be found dwelling on a cloud island. The *ADVANCED DUNGEONS & DRAGONS® Monster Manual* and *Monster Manual II* specifically state that dragons (cloud and silver) and giants (cloud and storm) make their homes on cloud islands. But many of the creatures in the system might find cloud islands ideal places to establish their lairs, especially those fitted out with vegetation and other food sources.

The best-known inhabitants of cloud islands are, of course, cloud and storm giants. Fog giants[2] are more rare, but they too have been known to live in the clouds. Nearly all islands inhabited by giants have undergone extensive modifications. Most are domed and have independent water systems. The giants' lair itself is usually a castle built of solid cloudstuff. The terrain around such a castle is geared to raising sufficient food crops and wildlife to support large appetites. Giants normally keep and train special flying creatures as guards or scouts. Other creatures living in and around cloud castles include such pests vapor rats[3].

Other intelligent races, such as aarakocra[2], may make their nests in the clouds as well, though many prefer mountain peaks. The eblis[3] have some cloud colonies, but they prefer to keep them well hidden, and other inhabitants frequently do not realize they are there.

Several representatives of dragonkind can be found on cloud islands. Silver dragons and cloud dragons prefer islands with high terrain for their lairs, frequently hollowing out caves in the cloudstuff. Mist dragons[3] generally prefer to lair closer to the plat-

form, as they lack wings. Faerie dragons[3] are capricious enough to lair anywhere, and they like cloud islands because they can alter the terrain to suit their ever-shifting desires. Independent dragons arrange the cloudstuff into additional terrain features as desired and stock their islands with vegetation and animal life according to individual preference. Occasionally, one or more of these dragons may be found living in cooperation with cloud or storm giants or even some of the other intelligent cloud-dwelling races.

Other draconian types, such as dragonnes[1] and wyverns[1] may also be found lairing on cloud islands, but these are suitably rare. Oriental dragons[2] are sometimes found on cloud islands near the Kara-Tur[6] realm. Dracolisk[3] appear only on cloud islands with soil layers, and large colonies of dragonnels[3] use the islands as breeding grounds, though they are quite rare on the ground. Dragon horses[3] are sometimes used as steeds by man-sized creatures living in the clouds.

It has been postulated that *gates*[4] to the elemental planes of air and water and the para-elemental plane of ice[3] may exist naturally on cloud islands, though this has not been proven. *Gates* to the elemental plane of air have been found on some islands, and creatures native to that plane often use the islands as a point of entry to the Prime Material[4]. Air elementals[1], wind walkers[1], vortices[2], ildriss[3], jann[3], mihstu[3], and sylphs[1] often use the islands as bases of operation. Djinn nobles[1] have been known to maintain castles as "summer homes" on specific islands if they plan to spend considerable time on this plane. Due to the frequent changes in the weather conditions, lightning quasi-elementals[3] are likely to appear as well.

Other powerful creatures not native to this plane, such as ki-rin[1], lammasu[1], or titans[1] may be encountered, but are usually transients with no established lairs. Magical creatures such as mudmen[3] appear occasionally due to the concentration of magic.

Legend has it that there is one large domed cloud island with a vast, grassy plain inside. The pegasi[1] use this island as a breeding ground, and countless fledglings are raised there. Similarly, hippogriffs[1] and perytons[1] may have breeding areas set aside on specific islands, though many simply move onto existing islands and establish individual lairs.

Couatl that lair on cloud islands prefer to keep them stationary over jungles, and usually maintain heavy tropical vegetation inside their domed islands. Giant insects thrive there, and other jungle creatures may be encountered as well.

Volts[2] are found on some islands, though what brings them there is uncertain. (Presumably such creatures enjoy the proximity of natural lightning — or even require it to recharge themselves.)

Fantastic flying creatures, such as the chimera[1], cockatrice[1], griffon[1], manticore[1], sphinx[1], and pyrolisk[3] have been known to establish solitary lairs, frequently on cloud islands inhabited by giants or dragons, where the hunting is good.

Less exotic flyers, such as eagles[1], rocs[1], bloodhawks[2], thorks[2], giant owls[1], giant ravens[3], vulchlings[3], giant vultures[3], and giant cranes[3] sometimes nest on stationary cloud islands, and the birds of prey are occasionally trained by giants as scouts.

It is rumored that some of those prehistoric creatures which disappeared from the earth without a trace were actually removed to cloud islands where they could survive. Entire lost worlds, populated with dinosaurs and other prehistoric beasts are theoretically possible.

Spell Effects

The cloud island's vapors create a perpetual environment exactly as though an *obscurement*[4] or *fog cloud*[4] were in place. All spells and magical effects which produce fog, vapor, or steam simply add to the existing cloudstuff. Such spells do allow the caster to manipulate the cloudstuff within the limitations of the spell. *Solid fog*[5], for example, allows the caster to partially solidify a section of the cloudstuff and form it as desired. It will then remain in that shape until destroyed or reformed, though the exact technique for creating solid cloudstuff is unknown.

The cloud island's unique nature affects the way certain spells and items function. Spells which create, destroy, or otherwise affect water function with normally with respect to the water droplets suspended within the cloudstuff. However, spells such as *water walk*[5], lower water[4], and *part water*[4] should have no effect on the water portion of the cloudstuff, since they seem to relate specifically to bodies of water in the liquid state. Suggestions for specific effects of various spells upon the cloudstuff are detailed below.

Detect magic[4] reveals dweomers of various types on most cloud islands, whether they are of magical or elemental origin, due to other spell effects which have been placed upon them for protection or convenience.

Destroy water[4] clears away the cloudstuff from its area of effect by destroying all suspended water droplets. However, any cloudstuff outside the the area of effect immediately moves in to replace that which was removed, obscuring the area again within 1 round per cubic foot of cloudstuff destroyed.

Precipitation[5] causes all water vapor and suspended water droplets within the area of effect to precipitate out as rain, which may be directed onto the platform or to the earth below. (In the latter case, it is likely that the *precipitation* will trigger further rain from the cloud's accumulated moisture.) Likewise, *cloudburst*[5] precipitates all water and water vapor within the area of effect, either onto the platform or to the earth. (It is thought that good-aligned sky-dwelling spellcasters use this effect to produce rain for dry areas of the earth when needed.) Both of these spells clear away the cloud vapors within the area of effect for 1 round per cubic foot affected, but do not affect solid cloudstuff in any way.

Earthquake[4] has no effect on the cloud island unless it has a soil layer. Likewise, earth elementals cannot be summoned unless sufficient soil exists for their formation.

Call lightning[4] may be used to produce lightning from other clouds, or to direct lightning produced by the caster's own cloud during storm conditions.

Transmute water to dust[5] clears all cloudstuff from the area of effect for 1 round per cubic foot affected, as per *destroy water.*

Weather summoning[4] functions normally, except that the cloud island may be caught up in the ensuing weather, and a rough ride could result for any creatures on the island at the time.

Firewater[5] may be cast into cloudstuff, and will affect 1 cubic foot of cloudstuff per level of the caster. The spell will do one-half normal damage when the affected cloudstuff is ignited.

Cloudstuff caught up in a *wind wall*[5] causes the *wall* to take on additional characteristics as per *wall of fog*[4].

Disintegrate[4] functions normally on a cloud island, which saves as stone (with +2 bonus as magic item if applicable). However, the platform will reconstruct itself at the given rate for damage repair.

Sink[5] does not work at all on the platform unless the cloudstuff or soil layer is thick enough to to accommodate the item.

Creatures viewing a *color spray*[4], *rainbow pattern*[5], or *hypnotic pattern*[4] through the cloudstuff gain a +1 bonus to their saving throws vs. those spells due to the hazing effect.

Magic Item Notes

Portable holes[7] and *rods of cancellation*[7] function normally even on the cloud island platform. The rod affects the cloud island exactly as a successful *disintegrate* spell unless the island makes a saving throw as a magic item vs. the effect.

A *sphere of annihilation*[7] operates normally unless a *gate* to another plane exists, in which case any creatures or material pulled through the resulting rift appear on said plane.

Cloud islands offer unlimited adventuring possibilities, and this article has by no means exhausted all the possibilities. If you have played out adventures on cloud islands, write in with your own ideas. The sky is the limit!

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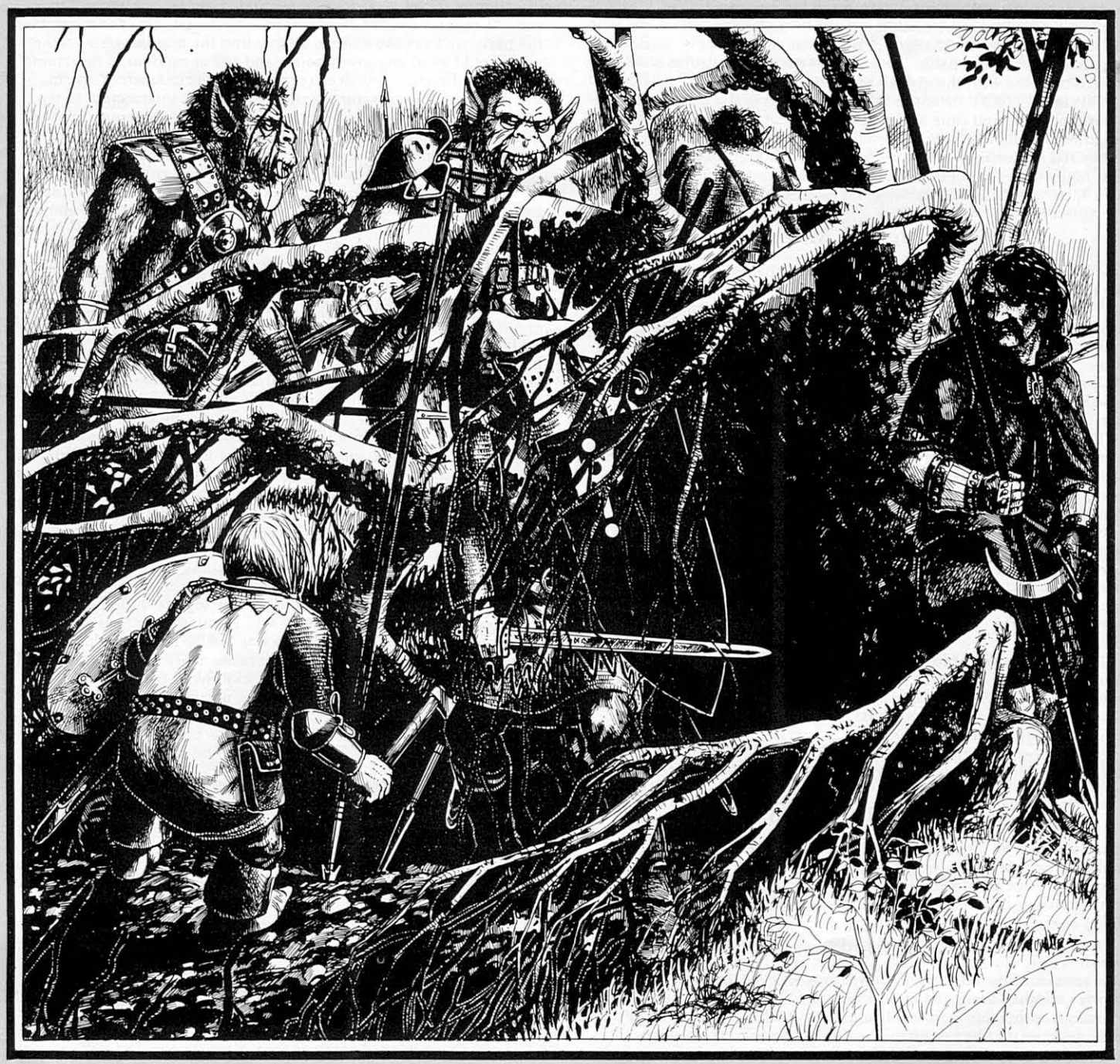
THE GREAT BUGBEAR HUNT

by Frank Mentzer

An AD&D® Wilderness Adventure for 7 Characters, Levels 5-7



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This wilderness adventure was written in late 1981 for use as the AD&D® Game Open Tournament at GEN CON® South Game Fair in February of 1982. Since then, it has been used as an RPGA™ Network tournament at several conventions across the United States. Now, at last, we are happy to present module R5, "The Great Bugbear Hunt," to the entire membership in print.

Note that this adventure was written long before the release of *Monster Manual II* and *Unearthed Arcana*; feel free to update the material from those publications as you see fit.

Notes for the DM

This is a small section of wilderness, channeled and detailed for campaign play. Most of the hills are small and steep, similar to "Badlands" terrain; occasional streams, light woods, and marshes are scattered over the area.

The first section of the module gives general instructions for the many situations that could come up, including climbing hills, encounters with scavengers, flyers, and night creatures, and three special encounters to be used at the DM's discretion. The second section covers the specific hex descriptions, detailing first the wandering monsters encountered in each, and second, the lair of those creatures.

The creatures encountered vary from one hex to another. Many of the creatures are territorial and do not wander far from their lairs. If you make any changes to the given encounters in modifying the area for your campaign, be sure that the new creatures would fit, ecologically, with the given area.

This area is NOT meant to kill off characters. If a party is having a particularly tough time and wishes to retreat and rest, only evil creatures will follow them. The party is free to spend as much time as desired exploring the area and resting each night. Note, however, that magic-users cannot relearn spells unless they bring spell books with them — which was the original cause of the trouble!

Using the Maps

The Players' Map shows how the individual hexes are arranged. the detail maps, one for each hex of the area, show the paths, trails, and terrain in detail. Keep careful track of just where the party is at any given time; this is crucial to running the adventure properly.

The Players' Map is divided into hexes. The outer circle of hexes is the "A" ring, numbered from A1 to A12; the next circle is the "B" ring, numbered from B1 to B6; and the center is merely labelled "C1." Be sure to use the proper detail map for the Hex the party is exploring!

The paths between hexes cross straight through arbitrary boundaries called "Border Minihexes", which are filled with hills too steep and rugged to be climbed or passed unless mountaineering equipment is provided. A valley through them MUST be found to continue travel in that direction.

Start with the detail map of **Hex A1**. The party enters the area from the south, at the bottom center of the map. Each hex is divided into minihexes which do not need to be numbered; the players use their Players' Map to describe their path of travel to you. When you ask them for their direction of travel, have them give it as an odd "clock number;" for example, due east is "three o'clock."

Each Hex Detail Map shows many terrain features, mostly hills. Note that many of the hills touch each other, though some are separate. The party will normally travel in the valleys between the hills. These valleys form a maze of sorts, and they serve to channel the party through the area.

The following section gives details on daytime encounters ONLY; for further details about night activity, see **Night Encounters** hereafter.

Scale and Movement

Each minihex is 1 mile from side to side. The territory is roughly 23 miles across. At 18″ movement rate (medium warhorses), the party should average 1 hour to cross a hex using a valley, or 2 hours if cutting across hills. (Therefore, it takes 1 hour to get to the top of a hill.)

Hex Encounters

At the start of the adventure, and also whenever the party crosses a border minihex and enters a new hex (NOT minihex), roll 1d6; the result gives the approximate distance traveled before the wandering encounter in that hex occurs. The encounter will take place in the minihex corresponding to the die roll. For example, if a 2 is rolled, the encounter comes in the second minihex entered (not counting the border minihex).

These hex encounters are as described hereafter in the descriptions of each hex. Basically, each consists of a small wandering group of the creatures that live in that hex, and the party will sometimes be able to find tracks leading to that lair. If the party finds a lair before encountering the wandering creatures, omit the preset wandering encounter — the encounter will be with the creatures in the newly discovered lair instead!

It is quite possible for a lucky party to leave a hex before the scheduled wandering encounter occurs. The encounter can occur in a border minihex, but if the party enters a new hex before the scheduled wandering encounter for the previous one, it does NOT occur. Roll normally for the new hex entered.

Horses

Warhorses will attack only if ridden, and even then only on the second and subsequent rounds of combat, not the first.

Getting Lost

It is very difficult to get lost during daylight travel. The valleys provide an easy path, and no ranger is necessary to determine the direction of travel, as it may be estimated by the position of the sun. At night, however, it is very possible to get lost. Assuming that the party sticks to the valleys, simply find the number of ways the party could go at any given point, and roll at random to determine the actual direction traveled, regardless of the characters' intent. For example, a group coming upon any 6-way intersection in the "B" Ring at night would have equal chances of going any of the 6 directions! The minihexes do represent acres of terrain, and the group could get completely turned around and head back the way they came without realizing it. Never give their current location with respect to the whole area; always give them options for travel instead. ("From here, you can go 3 o'clock or 7 o'clock in valleys, there are hills elsewhere.") But make sure YOU know exactly where they are!

Climbing Hills

If party members want to climb a hill, first tell them that flying creatures have been seen in the skies occasionally, and that climbing a hill might attract them. Then, IF they ask, inform them that they have seen giant wasps, flying four-legged creatures, and dragon-sized shapes. If they persist in climbing, check to see if they do, in fact, attract a flyer (flying wandering monster). The chance of attracting a flyer is 1 in 6 per visible person climbing a hill. For example, if 4 characters climb a hill, but one is invisible, the characters have a 3 in 6 chance of attracting a flyer by their activities. If they do so, roll percentage dice and consult the **Flyer Encounter Chart** (hereafter) to find the details of the encounter. If the party splits into smaller groups, each group will have a flyer encounter at the end of each turn of travel (the same flyers for all) until they regroup.

Horses may NOT be ridden while climbing a hill. A character may climb a hill on foot, taking 15 minutes to do so, or may lead a horse over, taking 30 minutes to reach the top. Both of these given times assume light encumbrance; add 10 minutes per category of encumbrance where necessary. Do not roll for falling or damage while climbing, but handle encounters normally. They are assumed to occur on large, flat hilltops with rocky cover available.

Roll normally for surprise unless the players say that their characters are watching for flyers; if so, they will not be surprised, and the incoming flyers will be seen 1-2 rounds before they arrive. (Note that the ogre mage is invisible, and he can surprise even a watchful party.)

"M.C." is Maneuverability Class. "Turn time" is the time needed, in rounds, for the creature to turn around completely (180 degrees) while flying. Example: A dragon makes one pass, breathing as it comes over, but it cannot return to land or breathe for another 6 rounds at least — probably more, unless it begins to turn immediately after the pass. "Airspeed" is the movement rate of the creature, when flying, in "inches" — i.e., tens of yards per round.

When a flying creature "makes a pass," it swoops over the party at a height of about 30-60 yards, continuing on in its direction of travel. If it comes in for a landing thereafter, it must first turn around; see "Turn time" on the chart. Note the airspeed, as this is used to calculate the distance between the party and the flyer at any given moment. Airspeed is given in yards per round because range outdoors is in yards.

If any flying winged creature takes damage equal to 50% or more

of its hit points, it must land shortly thereafter. If it takes 75% or more of its total hit points in damage, it will be unable to fly at all and will crash to the ground, taking 1d6 points of damage per 10' fallen, to a maximum of 20d6. This does not apply to the volts or to the ogre mage.

The hippogriffs and hieracosphinx have two values given for hit points. This is because they have feathered wings; and the second figure represents their "flying hit points." This figure gives the total amount of imaginary hit points that a feathery-winged flyer has for purposes of determining its ability to fly. (Note that this does NOT represent the creature's actual hit points!) The figures are based on the preset hit points of the flyers; standard AD&D® Game rules allow a 50% bonus for flyers with feathered wings for this calculation.

FLYER ENCOUNTER CHART

d% Roll	Flyer Type	M.C.	Turn Time	Airspeed
01-08	Dragon, Green	E	6 rounds	24
09-27	Hippogriffs	C	2 rounds	36
28-36	Ogre Mage	B	1.5 rounds	12
37-54	Sphinx, Hieraco-	D	3 rounds	36
55-73	Volts	D	3 rounds	6
74-87	Wasps, Giant	B	1.5 rounds	21
88-00	Wyvern	E	6 rounds	24

Dragon, Green: 1; AL LE; IN Average; SZ L; MV 9"/24"; AC 2; STs 11, STw 10; HD 7, hp 35, THAC0 13; #AT 3; Dmg 1d6/1d6/2d10.

Special Attacks: Breath weapon 3x/day (gas cloud 5" x 4" x 3", Dmg 35, save vs. breath for ½); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of -1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus +5).

Notes: If 3 or more characters are visible, the dragon will make one flying pass using its breath, then land for melee and feeding. It will simply land and attack if fewer than 3 targets are visible.

Hippogriffs: 4; AL N; IN Semi-; SZ L; MV 18"/36"; AC 5; STs 16, STw 15; HD 3+3; hp 16 (24) each; THAC0 16; #AT 3; Dmg 1d6/1d6/1d10.

Notes: Two land and attack while the others circle; if any characters fall, all will join the melee on the ground.

Ogre Mage: 1; AL LE; IN Exceptional; SZ L; MV 9"/15"; AC 4; STs 10, STw 9; HD 5+2, hp 30; THAC0 15; #AT 1; Dmg 1d12.

Special Abilities (at will): *fly; invisibility; darkness, 10' radius; polymorph self* (to humanoid).

Special Defenses: Regenerate 1 hp/round.

Special Attacks (once per day): *charm person; sleep; gaseous form; cone of cold* (Dmg 8d8, save vs. spells for ½ damage).

Notes: This creature will land nearby, *polymorph* to gnome form, and try a *charm person* (becoming visible), then become invisible again and retreat. If possible, he will reposition invisibly so as to catch everyone in his *cone of cold*. He will flee if damaged for 15 hp or more, and he will avoid melee.

Hieracosphinx: 1; AL CE; IN Low; SZ L; MV 9"/36"; AC 1; STs 11, STw 10; HD 9; hp 40 (60); THAC0 12; #AT 3; Dmg 2d4/2d4/1d10.

Notes: This beast will land and attack after making a quick pass for observation.

Volts: 3; AL N; IN Animal; SZ S; MV 6, AC 3; STs 16, STw 15; HD 2+1; hp 9 each; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4+2d6; SZ S; IN Animal.

Special Defenses: Immune to electrical attacks.

Special Attacks: No "to hit" rolls needed after first successful bite.

Notes: These ill-tempered creatures attack immediately, but when one dies, the others will flee.

Giant Wasps: 3; AL N; IN non-; SZ M; MV 6"/21"; AC 4; STs 17, STw 16; HD 4; hp 10 each; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.

Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

Notes: Out searching for food for the hive, these wasps will attack fearlessly. They carry off the bodies of fallen characters by air to their lair in **Hex B2**.

Wyvern: 1; AL N(E); IN Low; SZ L; MV 6"/24"; AC 3; STs 11, STw 10; HD 7+7; hp 40; THAC0 13; #AT 2; Dmg 2d8/1d6 + poison.

Special Attacks: Poisonous sting (save vs. poison or die on a successful tail hit).

Notes: Seeming at a distance to be a black dragon, this carnivore will make one flying pass before landing for melee. If it kills a character, it will pick up the body and fly off.

Splitting Up

Some players may want to split up to survey the area. Do your best to discourage this, emphasizing the unknown terrain, the dangerous flyers, and so forth. If they persist, allow it, but if they remain separate for more than ½ hour (3 turns), each group will be attacked by a scavenger which is too cowardly to attack the whole party. Roll 1d6 and and consult the **Scavenger Encounter Chart** to determine which creatures each group has attracted. (Make a separate roll for each group.) If the party does not take the hint, repeat the procedure ½ hour later, and at similar intervals thereafter until the characters regroup.

Example: After destroying the ghoul lair in **Hex A1**, the party splits up into 3 groups to explore faster. After 3 turns, one group is attacked by a carrion crawler, the second by 2 harpies, and the third by a troll. They decide to press on separately, so they encounter more scavengers 3 turns later. They then decide to regroup, after which they continue on without incident.

SCAVENGER ENCOUNTER CHART *(Roll 1d6)*

Die Roll	Creature
1-2	Giant Warrior Ants
3	Carrion Crawler
4	Harpies
5	Stirges
6	Troll

Ants, Giant Warrior: 3; AL N; IN Animal; SZ S; MV 18"; AC 3; STs 17, STw 16; HD 3; hp 12 each; THAC0 16; #AT 1+1; Dmg 2d4 + special.

Special Attacks (warriors): Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

Carrion Crawler: 1; AL N; IN Non-; SZ L; MV 12"; AC 3/7; STs 17, STw 16; HD 3+1; hp 16; THAC0 16; #AT 8; Dmg paralysis.

Harpies: 2; AL CE; IN Low; SZ M; MV 6"/15"; AC 7; STs 17, STw 16; HD 3; hp 14 each; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6.

Special Attacks: *Charm* by singing or touch (save vs. spells negates).

Stirges: 4; AL N; IN Animal; SZ S; MV 3"/18"; AC 8; STs 17, STw 16; HD 1+1; hp 6 each; THAC0 13; #AT 1; Dmg 1d3.

Special Attacks: Drain blood for 1d3 hp each round after a successful hit (up to 12 hp maximum).

Troll: 1; AL CE; IN Low; SZ L; MV 12"; AC 4; STs 12, STw 11; HD 6+6; hp 30; THAC0 12; #AT 3, Dmg 1d4+4/1d4+4/2d6.

Special Defenses: Regenerates 3 hp/round (starting 3 rounds after first damage is taken; fire or acid stops regeneration).

Night Encounters

The characters may spend as many days exploring as desired, as long as they stop to rest each night. It is assumed that a ranger or druid character can select the best spot to camp in within any given area. Clerics and druids can regain spells normally, but magic-users must have their spell books and light by which to study them for a short while in order to relearn spells. ALWAYS have the party set watches when they stop for the night, even if no encounter occurs.

Every night, an undead wanderer will fly over near the party. To determine when it will arrive, roll 1d10; the result is the number of

hours after dusk (6 P.M.) before the encounter occurs. (**Example:** Adding a result of 8 (on 1d10) to 6:00 P.M. gives 14, or 2:00 A.M.) To determine the actual encounter, roll 1d10 again and consult the **Night Encounters Chart** hereafter. If the party is showing a light at that time (such as a campfire), the undead creature will drop in to investigate.

Note that characters not on watch are wearing their "sleeping leather" at best while resting. Sane intelligent people do not sleep in metal armor; if they desire more protection than their skins, they sleep in leather armor, (base AC 8, modified by magic and dexterity). All characters with metallic armor are assumed to have "sleeping leather." Players insisting that their characters are sleeping in metal armor (chain or plate) should be told, come morning, that the characters are half-crippled and crotchety for the day. -1 penalties to dexterity and charisma scores apply for the following day due to a cramped, sweaty, restless night. In addition, the character must save vs. poison or catch a cold. (Note that *cure wounds* spells have no effect upon characters so diseased.) Furthermore, if the characters have any statistics of 17 or greater, those are temporarily rounded down to 16 for the day, as the characters are not in the best of shape. All of these temporary conditions return to normal by nightfall.

Assuming normal guard shifts, neither the party nor the undead intruder will be surprised. If an undead creature is Turned by a cleric, it will make one more try before giving up and leaving permanently.

Most undead wanderers are handled normally, except for the lich. It will merely slip in (completely unnoticed) and steal a magic item without molesting anyone. The other undead creatures will, if given the chance, attack a sleeping character by flying over the guard on duty into the midst of the sleeping camp.

Note: If the undead creature sees a cleric or someone displaying a holy symbol, it will attack that character before others, if possible.

Characters traveling at night have 1 chance in 6 PER HOUR of having a Night Encounter (determined, again, using the chart hereafter), with one exception — if 10 is rolled, reroll; the lich will not bother with a moving, alert party.

NIGHT ENCOUNTER CHART *(Roll 1d10)*

Roll	Creature
1-2	Wights
3-5	Ghasts
6-7	Wraith
8	Spectre
9	Vampire
0	Lich

Wights: 2; AL LE; IN Average; SZ M; MV 12″; STs 16, STw 15; AC 5; HD 4 + 3; hp 20 each; THAC0 15; #AT 1, Dmg 1d4 + energy drain.

Special Defenses: Silver or magic weapons needed to hit; immune to *sleep and charm*.

Special Attacks: Drains one level per successful hit.

Ghasts: 3; AL CE; IN Very; SZ M; MV 15″; AC 4; STs 16, STw 15; HD 4; hp 20 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8.

Special Defenses: Immune to *sleep* and *charm*; double damage from cold iron.

Special Attacks: Stench (10′ radius, save vs. poison or be -2 "to hit" due to nausea); paralyzes victim for 5d4 rounds on a successful hit (save vs. paralyzation negates; affects elves).

Wraith: 1; AL LE; IN Very; SZ M; MV 12″; STs 14, STw 13; AC 4; HD 5 + 3; hp 18; THAC0 15; #AT 1; Dmg 1d6 + energy drain.

Special Defenses: Immune to *sleep* and *charm*; silver or magic weapons needed to hit.

Special Attacks: Drains 1 level per successful hit.

Spectre: 1; AL LE; IN High; SZ M; MV 15″/30″; AC 2; STs 13, STw 12; HD 7 + 3; hp 24; THAC0 13; #AT 1; Dmg 1d8 + double energy drain.

Special Defenses: Immune to *sleep* and *charm*; magic weapon needed to hit.

Special Attacks: Drains 2 levels per successful hit.

Vampire: 1; AL CE; IN Exceptional; SZ M; MV 12″/18″; STs 10, STw 9; AC 1; HD 8 + 3; hp 30; THAC0 12; #AT 1; Dmg 1d6 + 4 + double energy drain.

Special Abilities (at will): Shapechange to bat or assume gaseous form.

Special Defenses: Magic weapon needed to hit; regenerates 3 hp/round.

Special Attacks: Gaze *charms* victim (save vs. spells at -2 to negate); drains 2 levels per successful hit.

Lich (special): Flying over on its way home, this lich detects the magic among the party and, feeling remarkably benign, merely steals the most valuable item without anyone noticing — no arguments. If the players argue, tell them it was a lich and ask if anyone wants to run the encounter. If so, use one from TSR, Inc.'s *Rogues Gallery* booklet.

Sample Day's Travel

As the party enters **Hex A2**, the DM rolls (on 1d6) a 3; the party is therefore due for an encounter in the third minihex entered. The party decides to explore when leaving the first minihex and climbs hills (entering Minihex #2); the DM rolls, and finds that they have attracted a flyer.

After dealing with the flyer, the characters decide to stop and camp for the night to regain spells; they leave guards and a campfire, and thus attract a night encounter. The next morning, they leave the hills and enter a valley, and the first minihex they enter today (the third entered in **Hex A2**) turns out to contain the volt lair; the DM uses the lair encounter instead of the wandering encounter scheduled for the third minihex.

Special Encounters

These encounters are designed to help guide a party that is having excessive trouble with the task by providing information. The encounters with the gnomes and the elves may be used at the DM's discretion, or they may be omitted entirely. The druid will definitely seek out and punish the characters if they have killed her animals; otherwise the encounter is optional.

SE1. Gnomes

About 100 yards off, a party of gnomes can be seen approaching from the north (even if they are, therefore, coming over a hill). They hail the party at a distance of 50 yards, trying first Gnomish, then Dwarvish, and finally Common. They seem to be a mixed group; the 3 in the front rank are wearing metal armor, 2 of those in the rear are wearing leather armor, and 1 is wearing no armor at all. Their spokesperson is Gnome #3 (hereafter).

The troupe will scatter if any character starts to cast as spell as they approach; otherwise, they will approach in a friendly manner. If the gnomes do scatter, they will remain under cover for up to 1 turn, watching carefully, as long as the party does not attack. They may (DM's option) open negotiations cautiously if an appeal is made. If given the opportunity, they will ask that no spells be cast while they are around. If the characters agree to this but cast spells anyway, the gnomes become irate and start a fight; if the party politely refuses to agree, the gnomes will leave immediately, watching the characters carefully as they leave and returning any attacks made upon them.

The group of gnomes (who are all brothers) will NOT trust the party, and will not mingle with them, staying at least 10′ away at all times. They will not accompany the party under any circumstances; they simply leave in whatever direction the party came from when the encounter is over.

They are a wandering troupe of miners from a nearby gnomish community (unknown to the characters), out to find the riches in the hills themselves. They are not interested in the creatures in the area, and they have seen no bugbears; however, they have seen giants and ogres to the west, as well as "big bugs" (giant spiders and giant ants) to the east. They cannot be any more accurate, nor do they know in which hex they saw the creatures. However, they do know that there is a druid in the area who tends the forest and protects the animals, and they will offer this information if the encounter proceeds in a friendly fashion.

If the party attacks or annoys the gnomes, they're in for trouble; the gnomes will attack in force if harassed. Each gnome (except #6) has a *longsword + 1* and a *potion of healing* in addition to any items mentioned below. If it comes to a fight, the two fighters will try to close while the spellcasters cast appropriate spells. The thief and assassin will drink sips of their *potions of invisibility* and try to get behind party spellcasters for backstabbing or assassination.

If the party takes cover before the gnomes get close, the gnomes will avoid the characters, and that will be all that occurs during the encounter.

Gnomes #1 & #2: AL LN; MV 6″; AC 2; STs 12, STw 11; F3; hp 30, 26; THAC0 15 #AT 1; Dmg by weapon +1 (strength bonus).

Gnome #3: AL LN; MV 6″; STs 9, STw 8; AC -1; F3/I3; hp 24; THAC0 15; #AT 1 weapon or spell; Dmg by weapon +1 (strength bonus) or spell.

Spells Carried: *color spray; detect invisibility; improved phantasmal force.*

Gnome #4: AL LN; MV 12″; AC 5; STs 12, STw 11; T3; hp 22; THAC0 20; #AT 1; Dmg by weapon +1 (strength bonus).

Special Abilities: MS 37%; HS 30%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (3 sips left).

Gnome #5: AL LE; MV 12″; AC 5; STs 12, STw 11; A4; hp 19; THAC0 20; #AT 1; Dmg by weapon.

Special Abilities: MS 31%; HS 25%; backstab for double damage with surprise.

Equipment: *potion of invisibility* (5 sips left).

Gnome #6: AL LN; MV 12″; AC 0; STs 9, STw 8; I5; hp 22; #AT 1 weapon or spell; Dmg by weapon or spell.

Equipment: *dagger +1; potion of extra healing.*

Spells Carried: *change self; color spray; detect invisibility; wall of fog; blindness; fog cloud; invisibility 10′ radius.*

SE2. Druid

Unnoticed by the party, a small bird lands nearby. It is a shape-changed wandering druid, the custodian of this area. She will observe the party's actions and act accordingly. If the characters are harming or have already harmed wildlife, or if they have disturbed the ecology or terrain of the area, she will *conjure* a fire elemental to attack them, following with more spells, as needed. Otherwise, she will walk out from behind a tree 20 yards ahead of the party and peacefully introduce herself.

From her travels, she knows where the characters have been and whether they have already damaged the area. She has no objections to the slaying of Good or Evil creatures in the area, but she cares for all the Neutral ones (not including the gnomes). Remember that she is True Neutral; if the party has misbehaved, the punishment should fit their crime. For example, if they have slain 2 animals, she will try to slay 2 party members (HER idea of justice). If she attacks the party, she will not reveal her own presence (if possible) and will certainly not talk or deal with the characters in any way. She will not engage in melee, nor will she risk herself at any time. If damaged, she will flee, then return later for revenge when the odds seem more in her favor.

The name she will give is "Moontree," and she knows the locations of all the creatures in the area. If the characters make her an offer 5,000 gp value or more in treasure, she will reveal the approximate locations of all the Neutral creatures (i.e., the even-numbered "A" hexes and all of "B" ring except for **Hex B4**, where the bugbears are.) She will reveal neither the exact locations of the lairs, nor ANYTHING about the other hexes, including **Hex C**. She warns the characters not to harm "her" creatures in those hexes. She cannot stay for more than 3 turns, after which she will depart on foot, keeping an eye on the party.

Moontree will not aid the party except with information. She lives in **Hex C** with friends (see hex description, hereafter). For Moontree's statistics, abilities, and items, see her character notes on page 24.

SE3. Elves

The party comes upon a camp of a dozen elves 100 yards ahead in their direction of travel. The elves see the party and make ready for trouble, but they do not attack unless attacked themselves.

These elves are passing through the area on their way home from a visit with friends. They are gentle folk, and they will offer food and rest if approached peacefully. They know exactly where the bugbear lair is, and they are willing to give that information for free. They will not, however, accompany the party. Instead, they remain in their camp, resting, until after the characters have gone, preferring not to give any clues to their direction of travel. They cover their tracks so well that the party will not be able to find from whence they came nor, afterward, where they have gone.

Elves: 12; AL CG; IN Exceptional; SZ M; MV 12″; AC 5; STs 17, STw 16; HD 1+1; hp 6 each; THAC0 17; #AT 1 weapon; Dmg by weapon.

Special Defenses: 90% resistance to *sleep* and *charm.*

Equipment: Each is armed with a longsword and a longbow with 20 arrows.

Players' Background

Drax, a Thaumaturgist from NewFord, was out adventuring with friends. One afternoon, while deep in a drizzly forest, they were attacked by black dragons. After a tough fight, the victorious group went to clean out the lair, leaving their horses in a thick grove well away from the battle.

Unfortunately, a passing group of bugbears found and slew most of the horses before the party's return, taking the items and treasure in the saddlebags with them. This was disastrous for Drax, as he had left his spell books on his missing horse.

After struggling back to town dragging part of the dragon horde, the party members went their separate ways. But later, after receiving a stern lecture from his tutor, Drax went out and found his friends in a local tavern, and explained his plight. A hardy troupe of determined (and slightly greedy) adventurers set out a day later to find the bugbears and, hopefully, Drax's spell book.

Your party is faced with an interesting problem. You know from previous information that the bugbears live somewhere in an isolated section of hills, which shelters both normal and monstrous beings. The area is bounded by impassable hills, but it may be entered by a single pass which leads into the southernmost point of the area.

Starting at that point, you may take whatever path you wish; your DM will describe the terrain as you go. Search for tracks and take as much time as you like — days, if necessary — but you must eventually find the bugbears and recover Drax's spellbook.

Look at your starting map of the area. You can best map by drawing a line to indicate your path of travel and adding hills where you find them. You may wish to mark times, tracks, encounters, and so forth as you go.

Hex Encounter Key

The following descriptions give both the creatures encountered in each hex and details on their lairs. Each Hex Map shows the terrain of the hex, as well as the location of the lair.

Hex A1

Wandering: A pack of 10 ghouls (12 hp each) slowly stalks the party, surprising even a ranger on a 1-2 (1d6). Unsurprised characters can spot the 5 ghouls that are partially visible; only slight movement indicates the presence of the others. (A clerical Turn at this point can, however, affect all the ghouls.) They attack on sight, but flee back to their lair if Turned. They have no treasure.

Lair: A small, partially hidden cave entrance leads into a short corridor, which opens into the smelly lair of these foul things. It is littered with bodies and trash. The 5 ghouls in the lair (10 hp each), plus any wanderers that have fled back here, attack on sight. If Turned, they flee out the back door and scatter. Hidden amongst the debris are 1,000 gp, 5 gems (base value 1,000 gp each), a *potion of invisibility* and a *potion of extra-healing.*

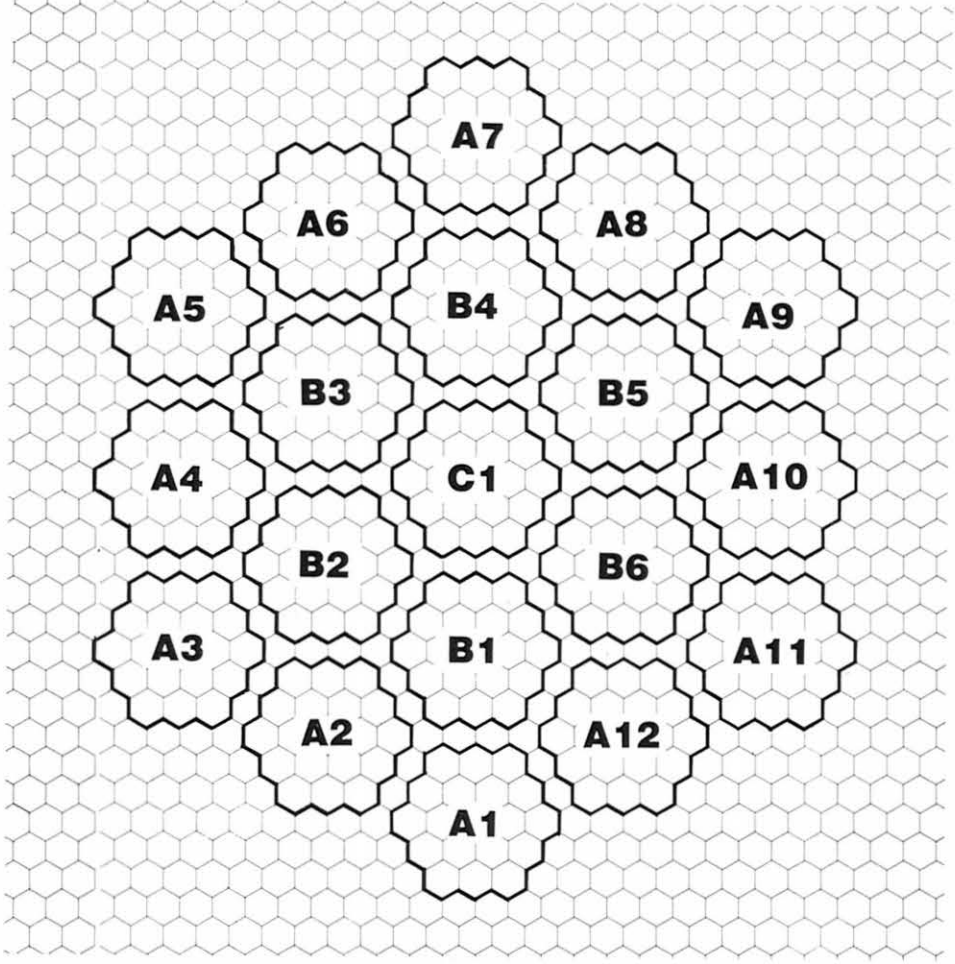
Ghouls: AL CE; IN Low; SZ M; MV 9″; AC 6; STs 17, STw 16; HD 2; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6 + paralysis.

Special Defenses: Immune to *sleep* and *charm.*

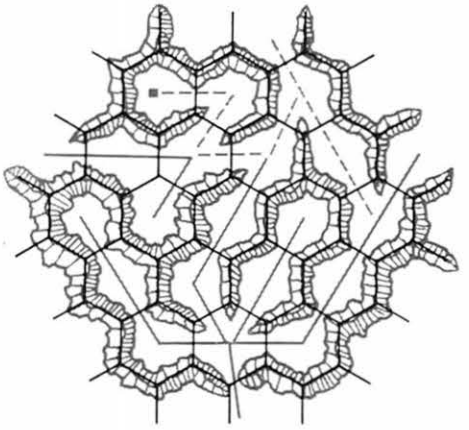
Special Attacks: Victim must save vs. paralyzation for each successful hit or be paralyzed for 5d4 rounds.

Hex A2

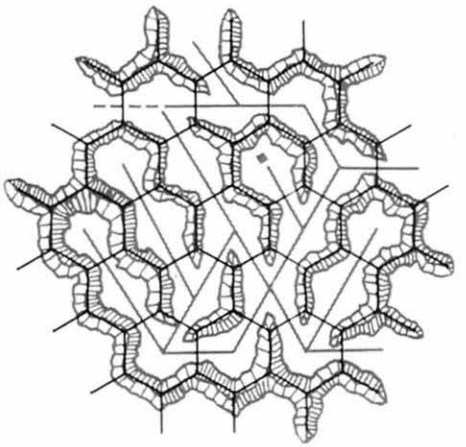
Wandering: Three volts (hp 13 each) spot the party from a distance and fly over to attack the horses.



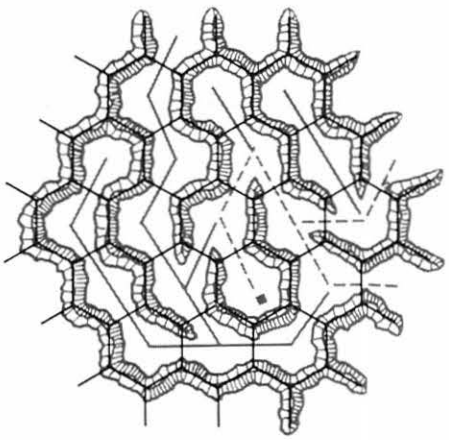
Player's Map



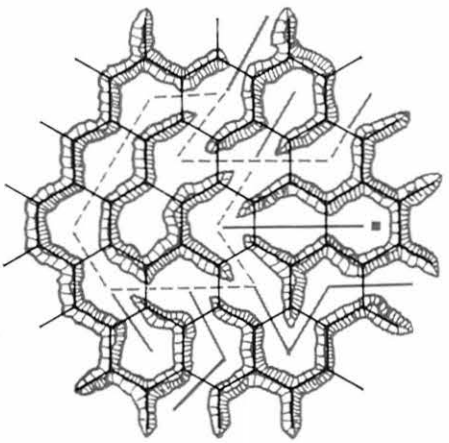
Hex A1 (Start)



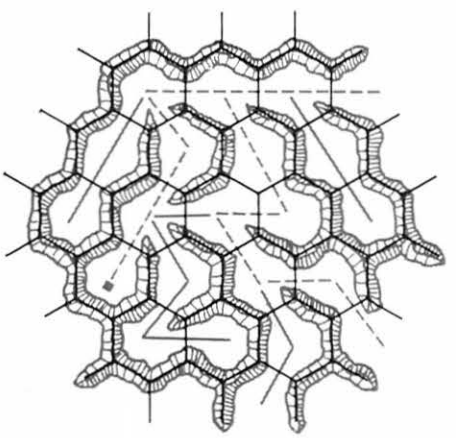
Hex A2



Hex A3



Hex A4



Hex A5

James Anthrom ("James the Good")

7th-Level Human Male Cleric

Ability Scores

STR:	10	*Doors 1-2, Bars/gates 2%*
INT:	14	
WIS:	18	*+4 ST vs. Mental Attacks*
DEX:	17	*+2 Reac/Atk bonus, -3 AC bonus*
CON:	15	*+1 hp/die; SS 91, RES 94*
CHA:	14	*+10% reactions*

Description

Age: 43
Height: 5′11″
Weight: 185 pounds
Hair/Eyes: Blond/blue
Alignment: Lawful Good

Combat Data

THAC0: 16
AC Normal: -1
AC Rear: 3
Armor Type: Plate & shield
Hit Points: 43

Weapon Proficiencies: 3 (hammer; flail; mace).
NPP: -3.

Saving Throws*

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath weapon	13
Spell	12

**Add +4 wisdom bonus vs. mental attacks.*

Undead Turning Table

Skeleton	D	Mummy	10
Zombie	D	Spectre	13
Ghoul	D	Vampire	16
Shadow	T	Ghost	20
Wight	T	Lich	—
Ghast	4	Special	—
Wraith	7		

Racial & Professional Skills

Spells/day: 5 5 3 2 —
Languages: Common, Dwarvish.

Equipment

Magic Items: *Mace +1; potion of invisibility; potion of plant control*; gem with *continual light* cast upon it.
Normal Items: Flail; 2 throwing hammers; other normal equipment as desired.

Your Lawful Good deeds are well-known throughout the country, and there is nary a person who doesn't know and respect your name. It has been said that you could give lessons on morality and proper behavior to paladins, and that may well be true, for you have never done a dishonest thing in your life. Your reputation has never been touched by scandal, and you keep strictly to your alignment, although you will tolerate the presence of other alignments in your group as long as they behave. Your word is taken as absolute truth, and anyone you vouch for is trusted as you yourself. This puts a heavy responsibility on your shoulders, and you feel that it is your duty to watch the others in your group lest they stray into shady activities.

Sir Alfred ,

7th-Level Human Male Fighter

Ability Scores

STR:	18/55	*+2/+3 to hit/dam, +125#wt; Doors 1-4, Bars/Gates 25%*
INT:	12	
WIS:	9	
DEX:	13	
CON:	12	*SS 80, RES 85*
CHA:	12	

Description

Age: 32
Height: 5′8″
Weight: 175 pounds
Hair/Eyes: White/blue
Alignment: Neutral Good

Combat Data

THAC0: 14
AC Normal: 1
AC Rear: 2
Armor Type: *Plate +1* & shield
Hit Points: 50

Weapon Proficiencies: 6 (longsword; longbow; 2-handed sword; lance; halberd; spear).
NPP: -2.

Saving Throws*

Poison, paralysis, death	10
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	12
Spell	13

**Add +1 bonus for magic armor where applicable.*

Racial & Professional Skills

Attacks: 3/2 rounds
Languages: Common, Elvish, Orcish.

Equipment

Magic Items: *potion of extra healing; potion of hill giant strength; oil of etherealness; plate +1; longsword +1 (flame tongue*: +2 vs. regenerating creatures, +3 vs. cold/inflammable/avian, +4 vs. undead); brass *horn of Valhalla* (1 use/week, 2d4 + 1 L3 berserk fighters).
Normal Items: 2-handed sword; longbow with 20 arrows; spear; other normal equipment as desired.

Drax

5th-Level Human Male Magic-user

Ability Scores

STR:	8	*Doors 1-2, Bars/Gates 1%*
INT:	17	
WIS:	14	
DEX:	16	*+1 Reac/Atk bonus, -2 AC bonus*
CON:	15	*+1 hp/die; SS 91, RES 94*
CHA:	9	

Description

Age: 41
Height: 6′1″
Weight: 168 pounds
Hair/Eyes: Black/black
Alignment: Chaotic Neutral

Combat Data

THAC0: 20*
AC Normal: 7
AC Rear: 9
Armor Type: Robes
Hit Points: 14

Weapon Proficiencies: 1 (dart).
NPP: -5.

Saving Throws*

Poison, paralysis, death	14
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

**Add +1 bonus for* ring.

Racial & Professional Skills

Spells/day: 4 2 1 —
Languages: Common, Dwarvish, Elvish, Ogre, Orcish.

Equipment

Magic Items: *potion of extra healing; potion of gaseous form; ring of protection +1; dagger +1/+2 vs. large; bag of holding* (500 lb, 70 cu ft.).
Normal Items: 12 darts; other normal equipment as desired.

Spells Carried:
Level 1: *Charm person; shield; magic missile; sleep*
Level 2: *Invisibility; stinking cloud*
Level 3: *Fireball*

Drax

You are a cautious fellow, though not cowardly. You have a cool, keen, calculating mind with which you can assess a situation and quickly decide the best course of action. Your chaotic nature manifests iteself in the fact that you do not limit yourself to "orthodox" solutions. Your actions are likey to be entirely unexpected, and they may even appear rash, although that is not the case. Your actions are always the result of careful consideration; you are simply able to see options that more conventional minds cannot.

You have a knack for anticipating what is going to happen and acting accordingly. Perhaps it is just your calculating mind that figures out probabilities ahead of time, or perhaps it is instinct. Either way, you take steps to protect yourself, although you may not feel it necessary to warn others first.

You are a loner, with few real friends. Your logical mind sees little value in cultivating the friendship of others; you prefer to act according to what is best for you.

You are especially irritable on this mission, since it was caused by your carelessness in leaving your spellbooks unprotected. You feel that you should have forseen that possibility and avoided the problem. You especially dislike playing second-fiddle to another mage on a mission, and the fact that you now have to depend on Maynard's spellbooks only intensifies the problem, and shortens your temper still more.

JAMES, the cleric, is the most widely respected Lawful Good cleric in this part of the country. He is able at his profession, and you consider yourself fortunate to have his help. James never looks down on others — a rare trait in this group.

DIGGER McGEE, the druid, is a schemer. It's obvious that he's cultivating James's friendship for some reason — he even claims to be Lawful Good! You're not sure what his plan is, but he's certainly up to no good. He's always offering to do everyone favors in exchange for unspecified future services. The possibilities for trouble from such an agreement are so immense that you make it a policy never to accept his offers.

MAYNARD, the other mage, is a powerful evoker. At James's request, Maynard is allowing you to study from his spellbooks, but he stands over you while you work, making suggestions on what to memorize, as though you didn't know your profession! He doesn't seem to suspect Digger's motives; he has even accepted several favors from him. Why he thinks you're dishonest and Digger is trustworthy is beyond your comprehension, but it irritates you greatly.

SIR ALFRED is a good fighter, and you respect someone who is capable in combat, although you do think he is too devoted to James. Sometimes he doesn't even seem to have a mind of his own.

GORLEY-ORN, the cleric-ranger, seems dull-witted and slow. He speaks only Elvish and broken Common, and he is completely uneducated except for his woodland knowledge. You have no particular opinion on him, but it is hard for you to deal with those whose minds are not as quick as your own.

FARLEY LeQUIST, the fighter/thief, is hard to figure out. He keeps to himself, doesn't seem to like you much, and watches Digger all the time. You're not sure if the two of them are up to something, or if he is afraid of the druid, but either way, it might prove profitable to keep a close eye on both of them.

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Sir Alfred

You are the stereotypical fighter, always charging to the forefront and taking on the majority of any melee. But you aren't stupid, and those who think so are making a serious mistake. Some say that you are rather naive, and it is easy for the others to play practical jokes on you. But as long as your mentor is safe, you don't care.

Your prematurely white hair is a sensitive topic, and you are very touchy about it. Although you wouldn't physically harm anyone who teased you about it, it wouldn't endear that person to you one bit.

JAMES, the cleric, is your best friend and your mentor. He is the finest, most moral person you know. Once in the past, a chaotic act that you committed in a moment of weakness almost resulted in tragic consequences for James. You regretted this so much that you pledged yourself to his service for a year and a day, and now you rarely leave his side. Digger and Maynard seem to resent your relationship with the cleric, and they often try to come between you, but you refuse to allow it. You feel that the time you spend with James will make you a better person.

DIGGER McGEE, the druid, is always offering to do you favors if you will promise to reciprocate in the future. You usually don't take him up on those offers unless you have to, though.

FARLEY LeQUIST, the fighter/thief, is a necessary evil (or neutral) as the case may be. If you catch him stealing from the party there will be a showdown, but otherwise you leave him alone.

DRAX, the magic-user, is completely inept. When someone tells you he's going to cast a spell, you cringe and prepare to dodge if necessary.

MAYNARD, the other mage, is more powerful by far. Although chaotic, he's more trustworthy than Drax. You do wish, however, that Maynard would carry more helpful spells, and less of the battle-type. After all, battle is your department.

GORLEY-ORN, the cleric-ranger, is a good backup fighter, but a strange individual. One minute he seems to be sorry for you, the next, he's angry with you. You don't completely trust him; he seems not to respect James as much as the others do. He's uneducated, and he speaks only Elvish and broken Common.

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However, you are not an evangelist as such. You prefer to show others the way by setting a proper example, though you never demand that others think or act as you do. Your approach is to get down to the business at hand and to conduct yourself in a decent and respectable fashion. You never criticize the customs or behavior of your companions unless an innocent party is in danger of being harmed, nor have you ever treated anyone in a condescending manner as some priests do. (Not once have you called anyone "my son.") You tend to pass off your good deeds as simply part of living, and you do not lord them over others.

Many individuals here dislike other members of the group, but all are loyal friends of yours. In fact, it may be your presence alone that holds the group together, for all of them respect your wishes and opinion. You seem to be the natural leader of the party, for no one else here could command the respect of the entire group. But you lead in a subtle and soft-spoken fashion, suggesting rather than ordering, and relying on the others' regard for you to hold them to the purpose.

DIGGER McGEE, the druid, is a special problem. He claims to be Lawful Good, which you believe is false (though he did register as such the last time you checked). Nonetheless, you have never caught him in any unscrupulous dealings, although you strongly suspect him of such. You have vouched for him more than once when he has requested it, and he has not yet betrayed your trust. He seems to value your friendship, but you distrust him enough not to accept his offers of favors, for he asks unnamed favors in return — and you fear the consequences of such.

DRAX, the mage, is a rather unlikable fellow. Definitely chaotic, he seems to care for no one save himself. His actions are often completely unexpected, but surprisingly apt for the situation. Drax's spell books were stolen while you were on another mission together, and you helped assemble this party to retrieve them for him.

MAYNARD, the other mage, is also chaotic, but he is good-hearted nonetheless. At your request, he is allowing Drax to study from his spellbooks, although you can tell he would rather not.

SIR ALFRED, the fighter, is a Lawful Good man like yourself. He is stalwart and evangelical — a true asset to your group. Because of an incident in the past in which Sir Alfred violated his beliefs by committing a chaotic act (which almost cost you dearly), he has sworn himself to your service for a year and a day. He is completely devoted to you — almost too much so. After all, you have long since forgiven his mistake. But he will do anything you ask without question, and his loyalty has saved the day more than once.

GORLEY-ORN is a half-elf cleric ranger with a poor self-image. He does not believe himself to be as good as either race, so he has made a life alone in the wilderness. Though he is an excellent woodsman, he has little in the way of social grace. He speaks only broken Common, for which he is often teased.

FARLEY LeQUIST is no worse than any other thief, but he and Digger seem suspicious of one another. It may take all your personal charisma to keep them working together.

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Maynard the Gray

7th-Level Human Male Magic-user

Ability Scores

STR:	**17**	*+1/+1 hit/damage; +50#wt, Doors 1-2, Bars/Gates 13%*
INT:	18	
WIS:	9	
DEX:	10	
CON:	11	*SS 75, RES 80*
CHA:	14	*+10% reactions*

Description

Age: 52
Height: 5′11″
Weight: 192 pounds
Hair/Eyes: Gray/Gray
Alignment: Chaotic Good

Combat Data

THAC0: 19
AC Normal: 4
AC Rear: 4
Armor Type: *bracers of defense*
Hit Points: 21

Weapon Proficiencies: 1 (dagger).
NPP: -5.

Saving Throws*

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath weapon	13
Spell	10

Racial & Professional Skills

Spells/day: 4 3 2 1 —
Languages: Common, Dwarvish, Elvish, Green Dragon, Werebear.

Equipment

Magic Items: *potion of invisibility; potion of extra healing; ring of warmth; bag of holding* (500#, 70 cu ft); *dagger +2/+3 vs. large.*
Normal Items: Staff; other normal equipment as desired.

Spell Book

Level 1

Charm Person	*Magic Missile*
Detect Magic	*Read Magic*
Enlarge	*Shocking Grasp*
Feather Fall	*Sleep*
Identify	*Unseen Servant*

Level 2

Detect Invisibility	*Levitate*
Invisibility	*Strength*
Knock	*Web*

Level 3

Dispel Magic	*Lightning Bolt*
Haste	*Water Breathing*

Level 4

Charm Monster	*Polymorph Self*

You are an evoker, and your flash-bang magic makes non-mages think you are far more powerful than most other magic-users. You find this amusing, but you enjoy being in the spotlight, so you make no effort to correct the mistaken impression. You are kind-hearted and good, and you would do anything to help someone in need, though

Farley LeQuist

Male Dwarf Fighter/Thief (5/5)

Ability Scores

STR:	**18/97**	*+2/+5 to hit/dam, +200# wt; Doors 1-4 (1), Bars/Gates 35%*
INT:	14	
WIS:	8	
DEX:	17	*+2 Reac/Atk bonus, -3 AC bonus*
CON:	16	*+2 hp/die, SS 95, RES 96*
CHA:	10	

Description

Age: 67
Height: 4′2″
Weight: 126 pounds
Hair/Eyes: Brown/Brown
Alignment: True Neutral

Combat Data

THAC0 (as fighter): 16
THAC0 (as thief): 19
AC Normal: -3
AC Rear: 2
Armor Type: *Plate mail +1 & shield +1*
Hit Points: 40

Weapon Proficiencies (fighter): 5 (short-bow, hand axe, battle axe, spear, light crossbow).
NPP: -2.
Weapon Proficiencies (thief): 3 (long-sword, dart, sling).
NPP: -3.

Saving Throws*

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand	8*
Breath weapon	13
Spell	9*

** +4 race bonus included; add +2 total bonus for armor and shield where applicable.*

Racial & Professional Skills

Thieving Skills

(Must first change to leather armor!)

PP	OL	F/RT	MS	HS	HN	CL	RL
55	62	55	45	46	20	80	35

Special Abilties: Infravision (60′); detect slope (75%); detect new construction (75%); detect shifting wall (4 in 6 chance); detect stonework trap (3 in 6 chance); detect depth underground (3 in 6 chance).
Languages: Common, Dwarvish, Gnomish, Goblin, Kobold, Orcish.

Equipment

Magic Items: *potion of invisibility; potion of diminution; potion of healing; plate +1; shield +1; longsword +1; ring of feather falling.*
Normal Items: Sling with 20 bullets; spear; hand axe; other normal equipment as desired.

Gorley-Orn

Male Half-Elf Ranger/Cleric (5/5)

Ability Scores

STR:	**17**	*+1/+1 to hit/dam, +50#wt; Doors 1-3; Bars/Gates 13%*
INT:	13	
WIS:	15	*+1 ST vs. Mental Attacks*
DEX:	10	
CON:	15	*+1/die; SS 91, RES 94*
CHA:	11	

Description

Age: 70
Height: 5′4″
Weight: 136 pounds
Hair/Eyes: Gold/green
Alignment: Neutral Good

Combat Data

THAC0 (as ranger): 16
THAC0 (as cleric): 18
AC Normal: 1
AC Rear: 4
Armor Type: *chain +1 & shield +1*
Hit Points: 36

Weapon Proficiencies (ranger): 4 (long-bow, longsword, 2-handed sword, spear).
NPP: -2.
Weapon Proficiencies (cleric): 3 (flail, hammer, mace).
NPP: -3.

Saving Throws*

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spell	14

**Add +1 wisdom bonus vs. mental attacks; add +2 armor/shield bonus where applicable.*

Racial & Professional Skills

Undead Turning Table

Skeleton	T	Mummy	16
Zombie	T	Spectre	20
Ghoul	T	Vampire	—
Shadow	4	Ghost	—
Wight	7	Vampire	—
Ghast	10	Special	—
Wraith	13		

Special Abilities: +5 damage bonus vs. giant class; surprise (3 in 6 chance); 1 in 6 chance to be surprised; track outdoors (90% base); track indoors (65% base); infravision (60′); detect secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); detect concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); 30% resistance to *sleep* and *charm*.
Spells/day: 5 4 1 —
Languages: Common, Elvish, Gnollish, Gnomish, Goblin, Halfling, Hobgoblin, Orcish.

Equipment

Magic Items: *potion of ESP; potion of healing; chain +1; shield +1; longsword +1.*
Normal Items: Longbow with 20 arrows; 2-handed sword; spear; other normal equipment as desired.

Gorley-Orn

Physically, you take after the elvish side of your family. You have always been ashamed of your mixed-race heritage, for you know that you cannot ever reach the full potential of either race. You cannot rise as high in your professions as a human could, and you haven't the full racial advantages of an elf. Therefore, you tend to stay in the background, taking orders from your "betters," so long as you feel the orders are reasonable.

You have little formal education, which makes some consider you stupid. But you don't hesitate to make your opinions known, even if your Common is less than perfect at times. You often belittle your own abilities due to your poor self-image, but you are quick to anger against anyone who teases you about your "half-blood."

The woods are your beloved home, and what you don't know about nature probably isn't worth knowing. You are a competent hunter and tracker, and you have led numerous rescue parties in the past.

JAMES, the cleric, is too Lawful for your taste. You're not above taking cures from him, and you're not really out to convert him, but you take his orders with a grain of salt. Still, he has always treated you as a friend and an equal, and you respect him greatly.

DIGGER McGEE, the druid, is more suited to lead this party in your opinion. He is woods-wise, perhaps more so than you yourself, and he could certainly lead a group through the wilderness better than any cleric.

DRAX, the mage, is supposed to be rather inept, according to rumor. After all, he did get you all into this mess by losing his spellbooks. But he may have hidden virtues, so you are keeping an open mind.

SIR ALFRED, the fighter, is good at his job. You envy his full-blooded humanity, for just because of an accident of birth, he has advantages that you will never know. You often wonder if he appreciates those advantages as much as you could have. At the same time, you're sorry for him. He has no ranger talents, and he doesn't seem at home in the wilderness. Worst of all, he is fanatically devoted to James. Not that James is such a bad sort, but you don't feel that one being should be so slavishly faithful to another. It's just not healthy.

MAYNARD, the other magic-user, is powerful and unpredictable. He seems to take pleasure in Drax's plight, treating him as dirt beneath his feet. His magic is not subtle, like that of the druid, but flashy and destructive to your beloved woodland. You often take issue with his choice of spells, requesting that he explain what each spell he takes for the day will do.

FARLEY LeQUIST, the fighter/thief, is a typical dwarf, but he talks funny. You don't associate with him much, but you do keep an eye on his whereabouts.

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Farley LeQuist

You come from a faraway land, and you speak both Common and Dwarvish with the accent of your French homeland. You have spent many years earning your place in your two professions, and you are proud of your advancements. In your homeland, you were a valued and respected professional. But this group treats you as little better than a backup fighter! Your thieving skills, though respectable, are not as good as the spells that the cleric, druid, and magic-users have available. The cleric can find traps better than you can (although that power doesn't last long), and mages often have spells that enable them to fly or climb walls. When the group does ask you to perform thiefly activities, you sometimes wonder aloud whether one of them couldn't do it better.

JAMES, the cleric, is the most respected Lawful Good cleric in this country. His deeds are legendary; you had heard of him before you came here. He could give lessons on morality to paladins. But he has never let you down in a pinch — always curing you when needed, and vouching for your character as long as you behave yourself and don't steal from the group, so you try not to let him down either. In fact, you are here helping to look for Drax's spellbooks because James asked you to come, and somehow, you just couldn't say no.

DIGGER McGEE, the druid, is a shifty character if ever you've seen one. He keeps watching you, as though he suspects your motives. He plays up to the cleric all the time. It just isn't fair to let such a shady character take advantage of someone like James, who treats everyone with respect and fairness.

DRAX, the mage, is a cautious, self-centered individual. You had no quarrel with him before, but it was his carelessness in losing his spellbooks that sent the group on this fool's errand. But at least Drax doesn't seem to think you would steal from the party, the way Digger and Maynard seem to. Perhaps he isn't so bad.

MAYNARD, the other mage, is far more powerful than Drax. He is generously allowing Drax to study from his books for this trip, which is probably better than Drax deserves. But Maynard watches you often too, as though he thinks you are out to steal his possessions.

SIR ALFRED, the fighter, is a good man to have in the front line. You respect his fighting ability, although his slavish devotion to James is often the source of jokes among the group. You yourself occasionally tease him about his prematurely white hair.

GORLEY-ORN, the cleric/ranger, is a real dimwit. Just like all farm boys, he has no street-smarts at all. In your country, people with mixed-racial heritage were called "half-breeds," but he seems to take great offense when you call him that. Perhaps your command of the language is at fault.

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you do enjoy teasing others who attach too much importance to themselves or to little things. You deliberately try to give the impression that you wield great power, for you enjoy the way people who don't know magic treat you. But all of your teasing is in fun, and you certainly don't intend for it to hurt anyone. Occasionally someone takes real offense, and you always try to make amends when that happens.

Your attitude is one that some would call childish, for you aren't completely happy unless you get your own way. You see no harm in manipulating others to that end as long as no one is hurt. For that reason, you travel with Lawful Good adventurers whenever possible. Not only does it ensure that no harm is done, but it's usually easier to manipulate Lawful Goods — they're predictable.

You collect magic greedily — especially anything that can give you more magic, such as wands or rings. You have all of your magic items protected with *magic mouth* spells, which will warn you when someone tries to steal one. You openly distrust thieves, and with good reason — you have a lot to steal!

You are careful about putting yourself into danger, although you like others to think you are brave. You are also curious to a fault; you can't stay away from a mystery or an enigma. If something looks strange or unusual, you can't resist investigating.

DIGGER McGEE, the druid, is the only person in the group that you can't manipulate, and that worries you. He's mysterious, and you don't understand what goes on in his mind. Still, he seems friendly enough. He has done favors for you in the past, and he asks only that you do him a like number of services, to be named later, in return.

DRAX, the other magic-user, is fairly competent — at least, you thought so until he let his spellbooks get stolen. Because James asked you to, you are allowing Drax to study from your spellbooks. But Drax takes himself so seriously that you can't resist the chance to needle him a bit, so you stand over him while he studies, watching his every move and occasionally offering hints as to which spells he should study as though he were an apprentice.

JAMES is a cleric whose skill and goodness are famous far and wide. If you have a real friend, it would be James; you would go to hell itself for James if need be, for you know that he would do the same for you. You do like to tease James about his stodginess and strictness, though. You keep trying to loosen him up, although you know it's impossible.

SIR ALFRED, the fighter, is competent at his menial task, but you fear he will prove to be a stumbling block in your friendship with James. He swore his life to James over some petty problem once, and now he sticks to the cleric like glue. But its clear that he's hurt when anyone teases him about his white hair, so you never do that, and you stick up for him when others do.

GORLEY-ORN is a cleric/ranger. Next to the druid, he's the most competent woodland person the group has, and he's easy to fool besides. He's not too bright, speaks broken Common, and is easily impressed by your magic.

FARLEY LeQUIST, the thief, is, like all thieves, untrustworthy. You keep a constant eye on him, lest he get too greedy about the magic items you have.

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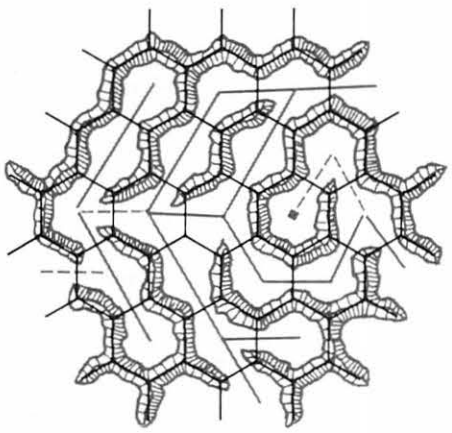

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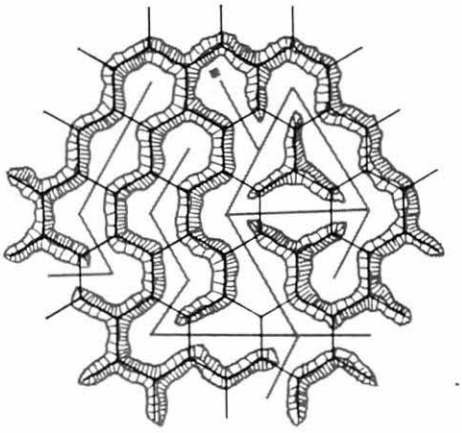

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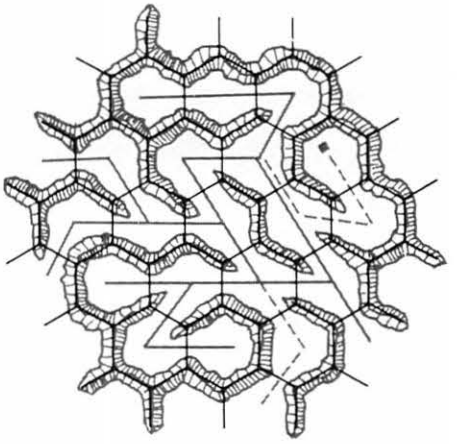

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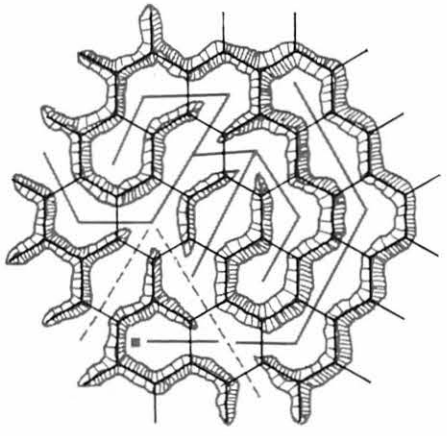

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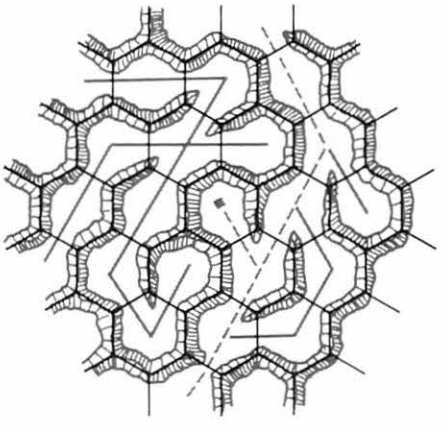

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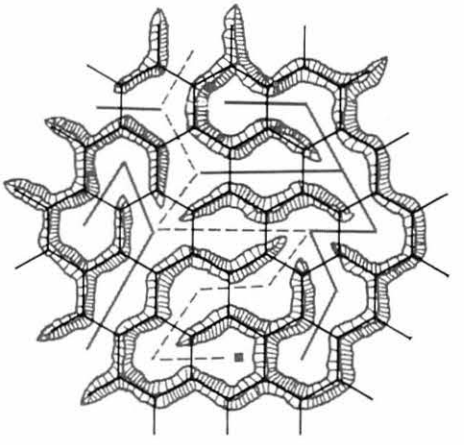

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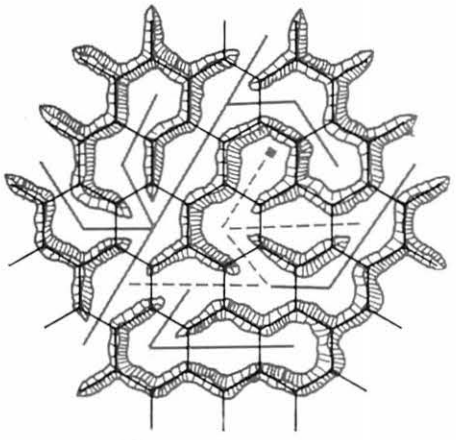

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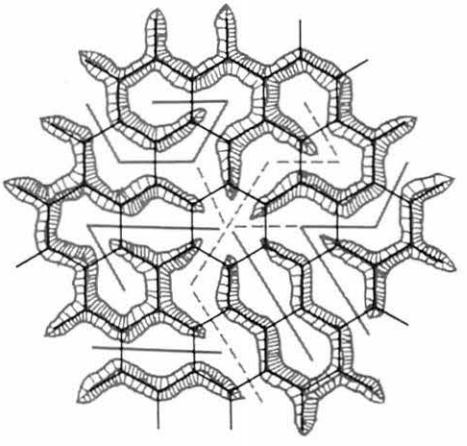

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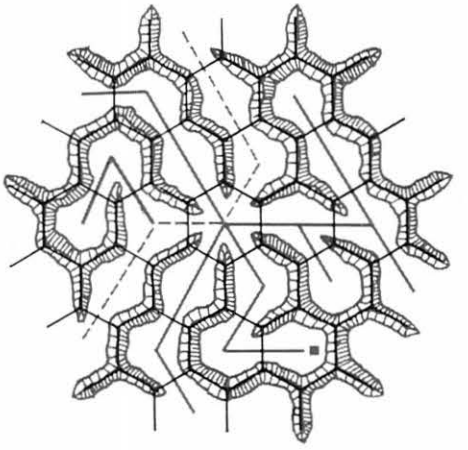

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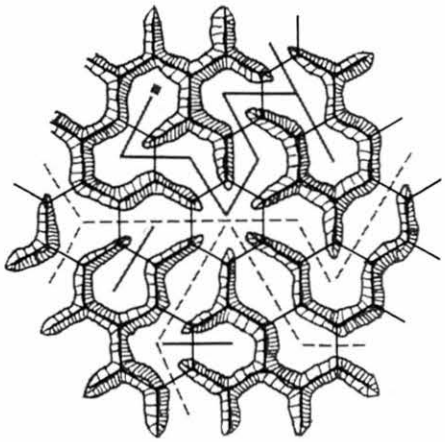

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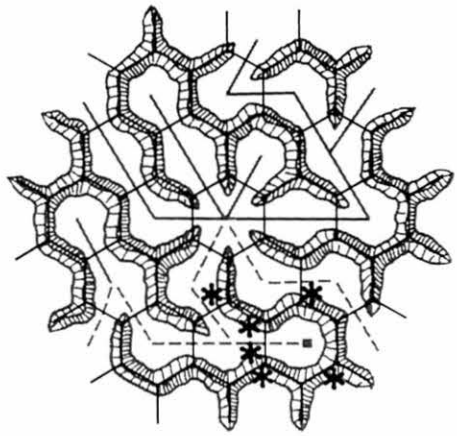

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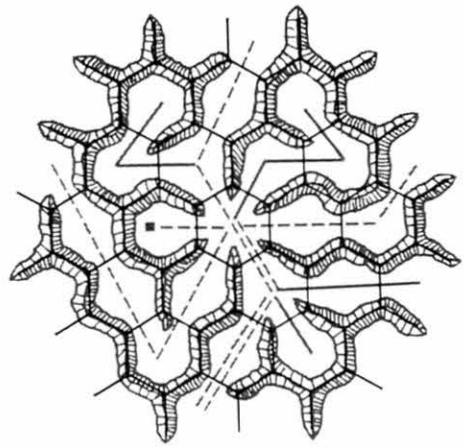

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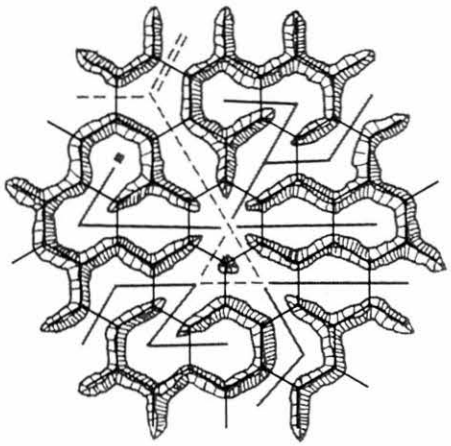

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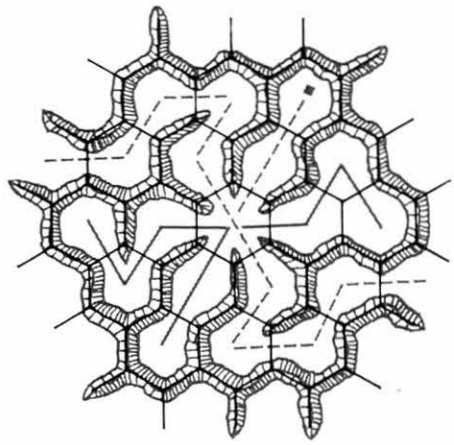

Hex C1

You see three odd-looking flying eels with large whiskered heads about 100 yards ahead. They don't have wings, but they are slowly cruising straight toward you at a 20′ altitude.

The volts move at only 6″, and they will not surprise the party. They attack any horse they can catch, ignoring the characters unless molested. They have no treasure.

Lair: The volts have a nesting area 35′ up in the branches of a cluster of elm trees. The three volts hiding there (10 hp each) will attack invaders if threatened. They have no treasure.

Volts: AL N; IN Animal; SZ S; MV 6″; AC 3; STs 16, STw 15; HD 2+1; THAC0 16; #AT 1 bite + 1 tail; Dmg 1d4+ 2d6. Special Defenses: Immune to electrical attacks. Special Special Attacks: No "to hit" rolls needed after first successful bite.

Hex A3

Wandering: The stone giant father (hp 45) is out foraging when he notices the party. He watches them from a grove of trees nearby, where he can be spotted only by a ranger.

The giant will avoid the party if they avoid him. He understands Common, and may talk if approached peacefully. If attacked, he will throw rocks from a distance, fleeing if the party tries to engage.

If questioned, the giant will tell of the "cowardly ogres" in **Hex A5**, and may mention that he has seen a copper dragon nearby recently. He does not know of the bugbears' lair. He carries 500 gp and 6 rocks in a large sack.

Lair: A large cave entrance leads into a corridor and darkness. The first characters into the cave must save vs. death with a -4 penalty to the roll (include adjustments for dexterity and wisdom but NOT magic armor) or fall into the animal trap set up in the main corridor. The fall onto spikes inflicts 3d6 points of damage, and the giants will try to thwart rescue attempts by throwing rocks. (They normally just step over the trap.)

The mother stone giant (hp 55) and her son (hp 25) are in the lair; they will defend it against invaders first by throwing rocks, and then by fighting hand-to-hand if necessary. They will fight to the death.

Hidden under dirty furs in the cave are 5,000 gp, 8 gems (base value 500 gp each), a *potion of spectre control,* a *dagger +1,* and a *shield +2.*

Stone Giants: AL N; IN Average; SZ L; MV 12″; AC 0; STs 11, STw 10; HD 9+2; THAC0 12; #AT 1; Dmg 3d6 (club) or 3d10 (rocks, range 30″).

Special Defenses: 90% chance to catch hurled rocks or similar missiles.

Hex A4

Wandering: Four giant toads (hp 13 each) wait hidden on a hillside for prey.

> You are startled by a small rockslide to your left, but it does not reach you. Something is apparently moving around about 100′ up the hillside.

The giant toads leap to attack anyone coming up the hill, which is too steep for horses. They have no treasure.

Lair: In this marshy area live the other 6 of these creatures (hp 10 each) in no recognizable lair. All the toads leap to attack invaders, but any that are harmed will flee immediately. They have no treasure.

Giant Toads: AL N; IN Animal; SZ M; MV 6″; AC 6; STs 17, STw 16; HD:2 + 4; THAC0 16; #AT 1; Dmg 2d4.
Special Attacks: Hop 6″ to attack, clearing up to 2″ height.

Hex A5

Wandering: Roll normally for surprise; four male ogres (hp 25 each) are coming over a hill to the characters' right to attack. They are armed with 2-handed swords (Dmg 1d10 + 6). If they take damage before arriving, they can be driven off — temporarily. They will return to the lair, get 3 females, and hunt down the party. If the characters are still in **Hex A5** after passing through 2 more mini-hexes, the ogres will find them, surprising the party on a 1-3 (on 1d6), regardless of rangers. Each male ogre carries 30 gp and 2 gems (base value 100 gp each) in a pouch.

Lair: The ogre lair consists of a small cave for sleeping and an outdoor camp. Unless alerted by the returning wandering group, the 4 females (hp 15 each) and 3 children (hp 9 each) will be surprised by the arrival of the characters. 3 females and 2 children are outdoors; 1 female and her child are in the cave. All will fight to the death to defend the lair, attacking demi-humans first if possible. They are quite stupid.

Inside the cave are 3,000 cp, 1,000 gp, 5 gems (base value 100 gp each), and 1 each of the following *potions: fish control, ESP, healing, polymorph self,* and *speed.*

Ogres: AL CE; IN Low; SZ L; MV 9″; AC 5; STs 14, STw 13; HD 4 + 1; THAC0 15 (males & females), 20 (children); #AT 1; Dmg by weapon + 6 (males), 2d4 (females), 1d6 (children).

Hex A6

Wandering: Two firedrakes (hp 20 each) are observing the characters.

> As you scan the hills to your right, you see two miniature red dragons watching you carefully from behind some rocks. They resemble pseudodragons.

If disturbed at all, the dragonets will breathe, catching as much of the party as possible, then scurry off. (Remember to include damage to horses, if applicable!) If chased, they can be seen flying off toward their lair. They have no treasure.

Lair: A hole in the side of a hill, about 8′ in diameter and surrounded by small boulders, leads to a burrow where the firedrakes live. Two females (hp 20 each) are in the lair, plus any males that have returned. They will not be surprised except by invisible creatures, and they will breathe at anyone approaching within 30′ of their burrow. The firedrakes will not leave their hole to get into fights, retreating deep within if characters get to the entrance. There is no treasure in the lair.

Firedrakes: AL N; IN Semi-; SZ S; MV 6″/18″; AC 5; STs 16, STw 15; HD 4; THAC0 15; #AT 1; Dmg 2d4.
Special Attacks: Breath weapon (60′ × 10′, 5 × /day) for 2d8 points, save vs. breath for ½ damage; blood can give *flametongue* effect to any weapon for 1d4 + 2 rounds, but may cause the weapon to break (2% chance per hit cumulative).

Hex A7

Wandering: An adult female copper dragon (hp 35) sees the party while out foraging and comes in for a landing nearby to investigate. If attacked, she will immediately breathe *slow* gas, following with attacks and acid breath as needed.

If approached peacefully (no weapons out, or weapons at ready but not presented), she will chat about anything the characters like. She avoids giving any useful information though, asking questions herself to determine whether it would be profitable to kill them all. If convinced otherwise (a relatively easy task), she will decide that it would be too much trouble to attack them, and will offer to sell information. For 5,000 gp or an equivalent value in magic (no potions accepted), she will reveal the EXACT location of any lair in the area, at the characters' choice. She has no treasure.

Lair: A large cavern mouth leads into darkness. Inside, Daddy dragon (old, hp 42) is asleep, but Junior (sub-adult, hp 21) is snooping around the lair. Junior will shriek if he sees invaders in the lair, waking Dad, then breathe with bad aim (catching 1-2 characters at most) while Dad gets up and gets into action.

The three dragons have accumulated 8,000 cp, 50,000 sp, 13,000 gp, 44 gems (base value 100 gp each), and 1 each of the following *potions: flying, gaseous form, growth, sweet water* and *water breathing.*

Copper Dragons: AL CG; IN High; SZ L; MV 9″/24″; AC 1; STs 11 (mother), 10 (father), 13 (Junior), STw 10 (mother), 9 (father), 8 (Junior); HD 7; THAC0 13; #AT 3, Dmg 1d4/1d4/5d4.
Special Attacks: Acid breath (70′ × 5′, save vs. breath for ½ damage); gas breath (30′ × 20′ × 20′, save vs. breath or be *slowed* for 6 rounds); *fear* aura (creatures of less than 1 HD rout for 4d6 turns; those of less than 3 HD must save vs. spells or be paralyzed with *fear* (50%) or flee in panic (50%); those of 3 HD must save vs. spells or fight at a penalty of − 1 on "to hit" rolls; those of 6 HD or more are not affected; saving throw bonus + 5 (mother), + 3 (father); Junior has no aura).

Hex A8

Wandering: A giant boa constrictor (hp 30) is draped across a tree limb ahead of the party. It can be seen 60′ away by a watchful group. If attacked at a distance or approached slowly, it will try to slither away; if the characters move in to attack, it will defend itself. It can easily be avoided. The snake has no treasure, but its skin is worth 20 gp if brought back in fairly good condition.

Lair: High in a cypress grove is the mate to the wandering snake (hp 35). Both sleep here, but there is no discernable lair. This snake behaves as the other in all respects. There is no treasure in the lair.

Giant Boa Constrictors: AL N; IN Animal; SZ L; MV 9″; AC 5; STs 16, STw 15; HD 6 + 1; THAC0 13; #AT 2 (bite and constriction); Dmg 1d4/2d4.
Special Attacks: Constriction (automatic squeeze for 8 points/round, -1 per "plus" of magic armor (not including shield) after one successful hit with coils.)

Hex A9

Wandering: The characters are passing through an area with more trees than before. Two giant spiders (hp 25 each) are waiting for prey to pass under them; they will surprise the party unless at least one character is specifically watching the trees overhead. When the characters pass under their tree, the spiders drop down onto two randomly selected characters. They have no treasure.

Lair: These 3 giant spiders (hp 23 each) are hard to see, but they live in pine trees similar to those preferred by the wandering spiders. Under the needles, the tree is mostly filled with webs. The spiders will attack anything below their tree, surprising on 1-4 (1d6) unless the characters are expecting them to be in these particular trees and are taking appropriate precautions. Wound into the webs are 5 gems (base value 1,000 gp each) and 2 pieces of jewelry (base value 2,000 gp each).

Giant Spiders: AL CE; IN Low; SZ L; MV 3″*12″; AC 4; STs 14, STw 13; HD 4 + 4; THAC0 15; #AT 1; Dmg 2d4 + poison.
Special Attacks: Poisonous bite (save vs. poison or die).

Hex A10

Wandering: The characters notice 4 giant lizards (hp 15 each) finishing a bloody meal about 200 yards off to their right. Two of the lizards are looking around for more food. They see the characters and head for them, followed by the other two. The party can scare them off in a variety of ways, but visual effects are most effective. Note that the lizards are faster than the party. The lizards have no treausre.

Lair: In a rocky glade within light woods, another half a dozen giant lizards (hp 15 each) are lying around sunning themselves on rocks. If attacked, the 3 smaller lizards will scatter, while the 3 larger ones will attack fearlessly. The lizards have no treasure, but the 6 eggs hidden in the rocks will bring 50 gp each if sold in a large city.

Giant Lizards: AL N; IN Non-; SZ L; MV 15″; AC 5; STs 17, STw 16; HD 3 + 1; THAC0 16; #AT 1; Dmg 1d8.
Special Attacks: Inflicts double damage on a "to hit" roll of "20."

Hex A11

Wandering: The party will NOT notice the brown bear standing 100 yards off to the south, under heavy cover. If the characters seem free-wheeling (i.e., chaotic), Charlie McGonigle the werebear (hp 40) will change to human shape and approach them.

Charlie is tall, red-haired, and brawny. The characters have heard of him back home; rumors indicate that he is a powerful and skilled, but rather mysterious woodsman. Charlie dislikes the constraints of Law, preferring to act as he wishes, so he will not approach a well-ordered (i.e., Lawful) party.

Lord Charlie knows the local druid, the copper dragons, and the stone giants, and he considers them all friends of his. He will advise the party as to the "proper" behavior for dealing with these individuals. If the party seems cheerfully chaotic, he will invite them home with him; otherwise, he will not join the party, nor will he accept any offers or donations, simply leaving carefully after polite goodbyes.

Charlie has a *stone of controlling earth elementals*, which he will use if attacked.

Lair: A cave entrance leads into darkness; the cave therein seems empty and long-unused. Lord Charlie's spouse, Diana (hp 35), tends the house while he's wandering around. She keeps a well-tended and well-defended cave for them. Pit defenses and secret doors prevent access to all but the residents, and she will blow a special high-pitched whistle to summon Charlie if invaders appear; he will arrive 1 turn later. She will also immediately summon 4 brown bears; they will arrive in ½ hour.

She likes visitors if Charlie vouches for them. In conversation, she mentions Lord Charlie's expected coronation as the werebear King after the current Queen dies, but she will not give further details.

Hidden in their lair are 5,000 pp, 20 gems (base value 1,000 gp each), a *potion of extra-healing*, and one each of the following scrolls: *protection from magic, protection from undead, raise dead,* and *heal.*

Werebears: AL CG; IN Exceptional; SZ L; MV 9″; AC 2; STs 13, STw 12; HD 7 + 3; THAC0 13; #AT 3; Dmg 1d3/1d3/2d4.
Special Abilities: Summon 1d6 brown bears in 2d12 turns; *cure disease* in another creature in 1d4 weeks.
Special Defenses: Hit only by silver or magic weapons; heal wounds at 3 times normal rate; immune to disease.
Special Attacks: Hug for 2d8 points damage; victim contracts lycanthropy if bitten for 50% or more of total hit points.

Hex A12

Wandering: The characters will not be surprised by the large, waddling hulk heading down the valley in their direction. They can easily avoid the encounter with the giant porcupine (hp 30) by moving out of its path. It does not scare easily, and it is stubbornly heading straight for the characters. If attacked, it will defend by throwing quills; if avoided, it will ignore them. The creature has no treasure.

Lair: A large pile of brush indicates the lair of the two giant porcupines. The remaining creature (hp 40) will attack immediately if the lair is threatened. There is no treasure in the lair.

Giant Porcupines: AL N; IN Animal; SZ L; MV 6″; AC 5; STs 16, STw 15; HD 6; THAC0 13; #AT 1 bite + 1d8 quills; Dmg 2d4 + 1d4/quill.
Special Attacks: Shoot 1d8 quills from tail up to 30′ for 1d4 points each; can use quills in melee within 6′.

Hex B1

Wandering: The characters see 4 large, ugly mammals with tails lurking ahead in their direction of travel. The witherstenches (hp 10 each) may be avoided easily, but they cannot be scared off. If approached within 50′, they will attack; note the severe effect of the nausea within 30′. They have no treasure.

Lair: A number of burrows, similar to gopher holes, are visible in a dead-end section of hills, bounded by sheer cliffs. The 4 witherstenches (hp 12 each) in the lair will attack if anything wanders into the area around their burrows. Only one saving throw is necessary for the effects of all within 30′.

Down the 2′ wide tunnels are lairs containing carrion and a total of 1,000 cp, 1,000 ep, and 3 gems (base value 500 gp each).

Witherstenches: AL N; IN Semi-; SZ S; MV 6″; AC 7; STs 17, STw 16; HD 2 + 2; 7; THAC0 16; #AT 2; Dmg 1d6/1d6.
Special Attacks: Emits odor 30′ (save vs. poison or be helpless due to nausea).

Hex B2

Wandering: Four giant wasps (hp 20 each) are cruising in from the south, at a distance of 150 yards. They are looking for easy prey. If they are attacked, they will head off to find easier prey; otherwise, they will engage and fight to the death. They have no treasure.

Lair: An odd mound of dirt in a clearing has a 5′ diameter hole atop it, leading down on an angle. The buzz of the hive is easily heard within 10′. Inside the hive are 30 giant wasps (hp random). Every other round, 1d4 wasps will arrive or leave (50% chance for either); if invaders are sighted, the hive will attack in force.

Buried deep in the hive and widely scattered are 35 miscellaneous gems (total value 14,000 gp).

Giant Wasps: AL N; IN Non-; SZ M; MV 6″/21″; AC 4; STs 17, STw 16; HD 4; THAC0 15; #AT 1; Dmg 2d4/1d4 + poison.
Special Attacks: Poisonous sting (save vs. poison or be paralyzed permanently and die in 2-5 days unless treated).

Hex B3

Wandering: One 4′ tall giant owl (hp 20) sits high in a nearby tree, watching the party. It will not attack; if attacked itself, it will flee to its lair. The owl cannot be befriended or tracked. It has no treasure.

Lair: Off in a grove of dense woods lies a gigantic dead tree. The 3 giant owls (hp 20 each) living in the hollow dead tree will attack anyone coming within 30′ of their lair. (If the wandering owl fled back here, it too joins in the attack.) Any owl reduced to 10 hp or less will flee and search for the druid, returning with her in 1-6 turns. She will be quite upset about the attack, and will take appropriate measures to deal with the problem.

Hidden in the tree are 13 gems (base value 100 gp each), a *potion of fire resistance*, and a *ring of free action.*

Giant Owls: AL N; IN Very; SZ M; MV 3″/18″; AC 6; STs 16, STw 15; HD 4; THAC0 15; #AT 3; Dmg 2d4/2d4/1d4 + 1.
Special Attacks: Surprise on 1-5 (1d6).

Hex B4

Wandering: The characters will not notice the bugbear guard patrol unless they do an aerial survey of the area. The 6 guards (hp 15 each) are on a rocky shelf on a hillside about ¾ mile west of the bugbear lair. The characters will be sighted by the patrol unless they are all invisible. When (and if) this happens, 2 bugbears will immediately head for the lair to spread the alert. They will get there in 20 rounds. The other 4 will ambush the party with arrows (surprise 1-4 on 1d6; + 4 "to hit" and no shield or dexterity bonuses if successful) from 90% cover (AC -5) and try to delay the characters. They will use longswords (Dmg 1d8) if engaged. If captured, they will reveal what they are doing and why, but no information about

the lair. Each bugbear carries 10 cp, 10 sp, 10 ep, and 5 gp in a sack, plus normal weapons and some food.

Lair: In and around the lair are 116 bugbears grouped as follows.

Guardposts

Bugbears: 6; hp 15 each.
Equipment: Longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

Archer Squad A

Leader A: AC 4; hp 25.
Special Abilities: +1 damage bonus with melee weapons.
Bugbears: 15; hp 15 each.
Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12.

Archer Squad B

Leader B: AC 4; hp 25.
Special Abilities: +1 damage bonus with melee weapons.
Bugbears: 15; hp 15 each.
Equipment: longbows (Dmg 1d6; range 7/14/21); longswords (Dmg 1d8/1d12).

Civilians

Bugbears (female): 18; hp 10 each; THAC0 18; Dmg 1d8.
Bugbears (young): 17; hp 4 each; THAC0 16; Dmg 1d4.

Foot Squad

Bugbears: 10; hp 20 each.
Equipment: *Bastard swords +1.*
Subchief: AC 4; hp 26.
Special Abilities: +1 damage bonus with melee weapons.
Chief: AC 3; hp 30.
Special Abilities: +2 damage bonus with melee weapons.
Witch Doctor: AC 5; hp 25.
Spells Carried: *cure light wounds; light; protection from good; augury; resist fire; dispel magic; push; shield.*

Placement and Behavior

Six guardposts are positioned as shown on the **Hex B4** Detail Map. The 6 bugbears on duty at each will not take part in the encounter unless the party passes near them, possibly scouting or circling the lair. The rocky shelves give them 90% cover (AC -5). They behave exactly as the wandering patrol described above if any humans or demi-humans are sighted.

The archer squads are in the forward trench, one to either side of the cave entrance. Before the encounter, they are scanning the ground and skies for intruders with weapons ready. If invaders are sighted, the leaders order volley fire as described below.

The civilians are all inside the lair. They have no weapons and will retreat if confronted, fighting only in life-or-death situations.

The entire foot squad waits just inside the cave entrance, where the commanders can direct the battle and observe. If things are going badly, they will advance at an opportune moment in a wave. All will engage except the Witch Doctor, who will retreat to the treasury room.

Strategy

The bugbears will maintain silence and order as the party approaches, allowing them to get to the base of the hill itself without firing. At that point, the archer squads begin firing in mass waves, alternating; thus, a volley will strike the party at 4 different points in a round, after about 3, 5, 7, and 9 segments of delay, respectively (modified by initiative).

If characters charge over the top, the front rank will set spears vs. charge and switch to their swords for melee (-2 on initiative when switching).

Aerial Maneuvers

If party members try to gather information from the air, they may do so easily if invisible; otherwise, both archer squads will try to shoot them down at once, not alternating as described above. If the flying characters are out of range, the bugbears will watch them but discontinue the volleys until the targets come within range.

Note: Near-vertical missile fire cuts all ranges in half (longbow: 35, 70, and 105 yards) in addition to normal range penalties "to hit" of −2/−5 for Medium/Long ranges. It also reduces damage, giving damage penalties of −1 (short range), −2 (medium range), and −4 (long range). Minimum damage is 1 hp per successful hit.

Handling Volley Fire

With the first volley at multiple targets from multiple archers, divide the total number of missles by the number of targets. This gives the average number of missiles per target; round down, and assign the odd missiles to the larger targets. Roll normally for "to hits" and damage.

A second volley at the same targets will be aimed a little bit differently. Any target hit on first volley will be the target of at least 3 shots, possibly more (DM's discretion), with the remainder of the volley distributed among the remaining targets as described above.

Exception: If some targets are advancing more rapidly than others, they will receive more fire, and retreating targets will be virtually ignored unless they are seen to be casting spells, in which case they will also draw more fire. Targets under cover will not be targeted by more than 1 archer.

This isn't as difficult as it sounds. This method, or a reasonable approximation, can be easily and quickly run by a DM after a bit of practice with mass battles. Don't get hung up on exact targets or numbers unless a death is imminent; run it quickly, approximating where necessary, for the flow of the game.

Treasure Room

This area contains the bugbear treasure in locked, trapped chests. The traps are poisoned needles, but they are only triggered by an unsuccessful attempt at picking the lock. The 5 chests contain a total of 4,000 cp, 2,000 sp, 1,000 ep, 1,000 gp, 6 gems (base value 1,000 gp each), 3 pieces of jewelry (total value 5,000 gp), and a suit of dwarf-sized *plate armor +2.*

The bugbear Witch Doctor is here as well, ready for a "last stand." He waits and listens for the approach of the enemy, and upon hearing them, he casts a *resist fire* on himself. (Assume that he finishes the spell the round before the characters arrive.)

When cornered, he will be standing next to a wall sconce which holds a burning torch, under which is a barrel without a top. He will indicate surrender, and then tip over the barrel (of oil) and torch it. The burning oil will spread over the floor of the room and 20′ into the corridor, causing 16 points of fire damage per round to all within it (save vs. breath with -4 penalty for ½ damage, and -2 damage per "plus" of magic armor) unless they are magically protected. It will burn for 10 rounds. The protected Witch Doctor takes 8 points of damage per round unless he saves vs. breath (STb 12), in which case he only takes 4 points per round. Saving throws are made each round for all creatures.

After lighting the fire, the Witch Doctor will try to make a run for his room. The exploding inferno of oil should distract the characters within it long enough for him to make it past them, unless they are physically blocking the passage completely; they cannot swing at him in the first round of oil fire. (They MAY move to block his exit, but don't tell the players this; wait until they tell YOU.)

Witch Doctor's Room

This room contains Drax's missing spell books and the Witch Doctor's other treasures. If he makes it back here, the Witch Doctor will use his *stone of controlling earth elementals* to call one up from the rough rock. After ordering it to wait just inside the entrance and ambush characters as they enter, the Witch Doctor will hide in a partially-open closet (75% cover, AC -2) and direct the elemental from there.

Bugbears: AL CE; IN Low; SZ L; MV 9″; AC 5; STs 16, STw 15; HD 3+1; THAC0 16; #AT 1, Dmg 2d4 or by weapon.
Special Attacks: Surprise on 1-3 (1d6).
Earth Elemental: AL N; IN Low; SZ L; MV 6″; AC 2; STs 13, STw 12; HD 8; hp 45; THAC0 12; #AT 1; Dmg 4d8.
Special Defenses: +2 weapon needed to hit.

Hex B5

Wandering: A colony of giant ants is conducting normal food gathering operations. The "supply line" is an unbroken path of worker ants (hp 10 each) stretching across the path (see detail map). The

line is guarded by 1 warrior ant (hp 15 each) every 10′ on each side of the line.

Every 10 minutes, one of the passing worker ants heading for the lair will be carrying a noticeable item — a miscellaneous weapon, a potion, or a miscellaneous magic item (equal chances for each category). Roll randomly for specific items as per the tables on pages 121-125 of the *Dungeon Masters Guide*; reroll any item valued at 10,000 gp or more.

Note: The items carried by the ants may be stolen in a variety of ways, such as by *levitating* a worker, *flying* over invisibly and grabbing one, directing an *unseen servant* to take one, etc. If one or more items or workers are removed without breaking the line nor disturbing the warriors, the disappearances will go completely unnoticed by the organized, but relatively unintelligent ants. A worker ant so disturbed, however, will fight back to the best of its ability.

Any attack or attempt to cross the line will be countered by the nearest warriors. The steady stream of workers will pass along the information about the attack to the queen, which results in the arrival of 2d4 additional warriors each round thereafter. If 10 or more warriors are killed, the ants will withdraw; all workers head back to the lair until the area is clear. Worker ants on the line will not attack unless they are attacked first.

The lair will begin preparations for war within 1 turn of the initial attack on the line, moving their eggs and queen to a lower level and mustering warrior ants near the entrance to the lair. Even worker ants will attack invaders in the lair.

Lair: The entrance to the giant ant lair is almost identical to that of the wasp lair — an odd mound with a large hole atop it. The notable difference is that ants are everywhere; there are 3 "lines" heading in different directions, all guarded and manned as above, with other workers roaming the lair area.

Invaders will be sighted immediately unless invisible, and a horde of warriors will emerge and attack 1-4 rounds later. A total of 30 warriors and 200 workers, plus one queen, live in the lair.

Deep in the lair are 8 gems worth 1,000 gp each, and 1 each of the following *potions: climbing; diminuation; growth; healing*; and *superheroism*.

Giant Ants: AL N; IN Animal; SZ S; MV 18″; AC 3; STs 17, STw 16; THAC0 16.
Workers: HD 2; #AT 1 bite; Dmg 1d6.
Warriors: HD 3; #AT 1 bite + 1 sting; Dmg 2d4 + special.
Special Attacks (warriors): Can use poison sting (Dmg 2d4, save vs. poison for 1d4) if bite hits.

Hex B6

Wandering: The party will not notice the 5 blood hawks (hp 5 each) in the trees. If a peaceful encounter with the druid has occurred, the blood hawks will NOT attack, and the encounter will pass unnoticed. If a hostile encounter has occurred, or none at all, they will dive and attack by surprise (+4 "to hit," no shield or dexterity bonuses apply), fighting to the death. They have no treasure.

Lair: A few birds are picking at bones and scraps around the base of a large tree about 100 yards off to the north. All 8 blood hawks (hp 4 each) will attack anyone coming within 40 yards of them (10 yards if the druid has been peacefully encountered) and fight to the death. Otherwise, they will ignore the group. Scattered among the 5 nests are 5 gems (base value 500 gp each).

Blood Hawks: AL N; IN Semi-; SZ S; MV 24″; AC 7; STs 17, STw 16; HD 1+1; THAC0 18; #AT 3; Dmg 1d4/1d4/1d6.

Hex C

Wandering: In the underbrush about 150 yards ahead are two brown bears (hp 30 each). The bears notice the party immediately. Regardless of the party's actions, they depart and return to their lair. They have no treasure.

Lair: Ahead is a virtual wall of brush in a dead-end canyon formed by the hills, with sheer cliffs on all sides. The brush can be passed without harm by a druid or by bears. All other creatures take hit points of damage equal to their AC in pushing through it. (For example, a character with AC 5 takes 5 hp.) It can be burned off easily, but that starts a brush fire, which quickly spreads to become a forest fire that will attract the druid in 5 rounds.

Moontree is out at the moment, but she will return in 1 turn. Meanwhile, the 3 bears (hp 40 each) in the lair, plus any that returned here from the wandering encounter, are hiding in the cave. If anyone enters the cave, all the bears will attack at once and fight to the death.

In the cave are some of Moontree's magic items; see her character sheet for details. This is NOT Moontree's permanent home, but merely a place to stay with friends.

Brown Bears: AL N; IN Semi-; SZ L; MV 12″; AC 6; STs 16, STw 15; HD 5+5; THAC0 13; #AT 3; Dmg 1d6/1d6/1d8.
Special Attacks: Hug for 2d6 points if "to hit" roll of 18 or better is scored with paw; fights 1d4 rounds after reaching 0 hp, or until −8 hp is reached.

Moontree

12th-Level Female Half-elf Druid

STR:	10	*Doors 1-2, Bars/gates 2%*
INT:	9	
WIS:	18	*+4 ST vs. Mental Attacks*
DEX:	14	
CON:	11	
CHA:	17	*+30% reactions*

THAC0: 14
AC Normal: 0
AC Rear: 0
Hit Points: 80
Alignment: Neutral

Saving Throws*

Poison, paralysis, death	6
Petrification, polymorph	9
Rod, staff, wand	10
Breath weapon	12
Spell	11

**Add +4 wisdom bonus; add +2 bonus vs. fire and electricity; add bonuses from* ring *and* cloak.

Weapon Proficiencies: 4 (dart, scimitar, spear, staff).
NPP: -4.

Special Abilities: Identify plant type; identify animal type; identify pure water; pass through overgrowth; immune to woodland *charm*; shapechange 3 times per day (bird, reptile, mammal), regaining 10-60% of lost hp per new form.
Equipment: *potion of invisibility; potion of extra healing; potion of gaseous form; scimitar +4; portable hole; gauntlets of ogre power; bracers of defense* (AC 4); *cloak of protection +2; ring of protection +2*; spear; oaken quarterstaff; other normal equipment (carried in *portable hole*).

Spells Carried:
Level 1: *animal friendship; detect magic; entangle; faerie fire; invisibility to animals; predict weather; speak with animals*
Level 2: *charm person or mammal; cure light wounds* (x2); *heat metal; obscurement; produce flame; warp wood*
Level 3: *call lightning; neutralize poison; tree; water breathing*
Level 4: *call woodland beings; cure serious wounds; dispel magic; repel insects; speak with plants*
Level 5: *animal growth; pass plant; wall of fire*
Level 6: *conjure fire elemental; weather summoning*
Level 7: *conjure earth elemental*

Credits

Special thanks to Jon Pickens, the original Drax, for getting into trouble and giving me the central ideas for this module. Thanks also to my other players: Dave Conant, Kim Fleischer, Corey Koebernick, Don Paterson, Ed Sollers, Steve Sullivan, and Jean Wells.

THE SPECIALIST MAGE

Unofficial New Spells for the Necromancer

by Jon Pickens

This issue's installment of the "New Spells" series takes a slight detour. Previous installments offered suggestions for new spells which would allow spellcasters to duplicate other magical effects existing in the game system, such as those of certain magical items. (Unofficial new clerical spells appeared in POLYHEDRON™ Newszine #22, magic-user spells in #24 & #25, illusionist spells in #26, and a whole new category of dominion spells in #27). This issue focuses on developing a specialty magic-user by spell selection alone.

Designing a Specialist Mage

Mages who choose to specialize in one particular type of magic can make interesting and viable NPCs for campaign play. Such specialists are usually custom-designed for the individual campaign. Basing the design on the original magic-user class, rather than creating a whole new class, has the advantages of simplicity and consistency.

How does one start? First, with the needs and goals of the desired specialist firmly in mind, a master spell list for the specialty is created. The selection should be appropriate for the specialist, but it must also be well-balanced within the system. In some cases, spells normally available only to other character classes may be included; though this should not be done lightly — class restrictions on certain abilities are integral to the balance of the game system.

The following guidelines are suggested for the use of specialized mages.

1. Specialized magic-users have a +10% bonus on their chance to know any spells in the master list for the specialty (to a maximum of 95%), and a -10% penalty on their chance to know any spells not within the specialty.

2. Specialist magic-users receive no experience bonus for high intelligence. Further, earned experience is penalized if the spell selection in the mage's books does not reflect appropriate dedication to the specialty. The experience modifier is determined by finding the ratio of specialty to non-specialty spells for EACH SPELL LEVEL, as shown in the table. The least favorable XP adjustment is then applied.

Ratio of Specialty: Non-Specialty Spells	XP Adjustment
3:1 (or more)	Normal
2:1 (less than 3:1)	-5%
1:1 (less than 2:1)	-10%
Under 1:1	No XP

For example, suppose a 1st-level specialist chooses 3 spells from his specialty and one spell outside it for his beginning spellbook. The ratio is 3:1, and there is no XP modifier. Later, he adds another first level spell outside his specialty, making the ratio 3:2. At this point, the specialist must take a -10% XP penalty. Then he adds a 2nd-level spell outside his specialty. Since he now has more 2nd-level spells outside the specialty than within it, he receives NO further XP until he finds a 2nd-level specialty spell.

3. The specialist may receive (or research, at the DM's option) certain spells normally available only to other classes, as specified in the master spell list for the specialty. These are the ONLY spells from other classes available to the specialist, and they are not available to mages outside the specialty.

4. The *read magic* spell is automatically part of any specialty.

The following specialized mage was developed according to the above guidelines. This particular mage has access to a limited number of clerical spells, plus several new ones developed especially for . . .

The Necromancer

The necromancer is an NPC villain for an advanced campaign who deals with undead and death magic. A necromancer has access to the standard spells already available to the magic-user class (subject to the non-specialization penalties), plus others as detailed below.

Spells appearing only on the master list (and not in the general lists) should be considered forbidden knowledge to characters of good or neutral alignment; hefty penalties are in order for active pursuit of such knowledge.

In this example, the necromancer has access to the reversed versions of all the clerical curing spells. The *aid* spell has no reversed version, but the *spectral hand* spell can perform much the same function as a reversed *aid* spell. The *slow poison/poison* spells were a judgement call; this treatment of the specialty assumes that some facility with poisons (or immunity to them) is reasonable.

Overall, any specialist should be operating in the -5% experience range with respect to other mages of comparable advancement. If some of the necromancer's spells seem powerful for the assigned level, this is in part compensation for the weakness of most available undead creatures, especially at the lower levels. In general, clerical turns make undead creatures, the mainstay of this specialty, quite fragile at low level. Also, the lack of potent area effect and mobility spells provide further limitations. In general, evocations should be hard for this character to come by, as the possible combinations could lead to balance problems. Likewise, certain spells detailed here should not be permitted to mages outside the specialty because they are designed to compensate for specific shortcomings of the specialty.

Spoil Holy Water (Enchantment)

Area of Effect: *One person* Saving Throw: *Special*

Explanation/Description: When this cantrip is used, each container of holy water carried by the target creature must save vs. spells as a 12th level magic-user or be spoiled and useless. Unholy water is not affected.

Command Undead (Enchantment/Necromantic)

Level: *1* Components: *V,S*
Range: *3" + 1"/level* Casting Time: *1 segment*
Duration: *6 turns + 1/level* Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: This spell confers upon the caster the ability to command undead creatures exactly as an evil cleric of the same level with respect to the number, type, duration of control, etc. except as noted above. A turn roll is required to establish control.

Undead Servant (Enchantment/Necromantic)

Level: *1* Components: *V,S,M*
Range: *1"* Casting Time: *1 turn*
Duration: *One week* Saving Throw: *None*
Area of Effect: *One body or skeleton*

Explanation/Description: This spell allows the caster to temporarily animate the body or bones of a dead human, demi-human, or humanoid creature of man-size or less. The resultant zombie or skeleton will obey simple commands until destroyed, dispelled, or until the spell duration expires. The material component is a pinch of graveyard dirt.

Master Spell List for Necromancers

Page references for spell descriptions given in the AD&D® Game Players Handbook and Unearthed Arcana are given with each spell. Asterisks indicate that the given spell title is the reversal of the AD&D® game spell noted in parentheses. Only the reversed version is available to the necromancer in such cases.

Cantrips

Dampel (UA 45)
Exterminate (UA 46)
Haunting Cantrips (Any, UA 51)
Spoil Holy Water

Level 1

Cause Light Wounds*
(PHB 43, Cure Light Wounds)
Command Undead
Detect Magic (PHB 65)
Find Familiar (PHB 66)
Obscurement (PHB 57)
Protection from Evil (PHB 67)
Read Magic (PHB 68)
Undead Servant

Level 2

Cause Serious Wounds*
(PHB 48, Cure Serious Wounds)
Darkness, 15′ radius (PHB 69)
Ebony Hand
Resist Turning
Scare (PHB 71)
Slow Poison (PHB 45)
Speak with Dead (PHB 48)
Spectral Hand

Level 3

Cause Critical Wounds*
(PHB 49, Cure Critical Wounds)
Detect Illusion (UA 55)
Feign Death (PHB 73)
Hold Person (PHB 74)
Infravision (PHB 74)
Protection from Evil, 10′radius (PHB 75
Putrefaction
Undead Summoning I

Level 4

Curse/Remove Curse (PHB 78)
Fear (PHB 76)
Gloom
Negate Turn
Poison/Neutralize Poison (PHB 48)
Undead Summoning II
Vampiric Touch

Level 5

Animate Dead (PHB 79)
Control Undead
Dispel Illusion (PHB 73)
Fear Aura
Slay Living* (PHB 50, Raise Dead)
Undead Summoning III

Level 6

Death (PHB 83)
Geas (PHB 84)
True Seeing (PHB 50)
Project Image (PHB 85)

Undead Summoning IV

Level 7

Harm* (PHB 51, Heal)
UKndead Summoning V

Level 8

Energy Drain* (PHB 53, Restoration)

Symbol (PHB 53)
Undead Summoning VII

Level 9

Destruction* (PHB 53, Resurrection)
Energy Drain (UA 65)
Undead Summoning VII

Ebony Hand (Evocation/Necromantic)

Level: *2*
Range: *0*
Duration: *3 rounds +1 round/level*
Area of Effect: *One or more opponents*
Components: *V,S,M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell enhances the caster's ability to deliver touch spell effects by decreasing the opponent's effective armor class vs. that attack form. While the *ebony hand* spell is in effect, the caster's touch attacks are resolved against an AC three classes worse than normal. The *ebony hand* must be cast BEFORE the touch spell, and the touch attack must be delivered before the duration of the *ebony hand* spell expires to gain the benefit. A single *ebony hand* spell may be used to deliver more than one touch attack if the spell duration permits. *Ebony hand* does not enhance resolution of melee, missile, or other spell attacks.

Resist Turning (Abjuration)

Level: *2*
Range: *Touch*
Duration: *2 rounds/level*
Area of Effect: *3″ diameter circle*
Components: *V,S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: While this spell is in effect, all undead creatures within its area of effect gain a resistance to being turned based on the level of the caster vs. that of the cleric or paladin attempting to turn. The base resistance is 50%, plus 5% per level difference if the caster's level is higher than that of the character attempting to turn, or -5% per level difference if the caster's level is lower. The maximum possible resistance to turning is 95%.

This resistance roll is made secretly by the DM before the turn attempt is made. A new resistance roll must be made for each turning attempt, and a single cleric or paladin can continue attempting to turn against the resistance each round until successful, or until the turn roll indicates failure. The spell effect moves with the creature or item upon which it has been cast.

Spectral Hand (Evocation)

Level: *2*
Range: *3″ + ¼″/level*
Duration: *3 rounds/level*
Area of Effect: *One opponent*
Components: *V,S,M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell causes a a glowing, ghostly hand to materialize anywhere within range, and to move as directed by the caster. The caster may use the *spectral hand* to deliver a touch spell attack to any opponent within range. The touch attack spell must be of fourth level or less, and must be cast after the *spectral hand*. The hand attacks exactly as if the caster were making a melee attack, receiving a +1 "to hit" bonus per five levels (or fraction thereof) of the caster. The caster cannot perform other actions while attacking with the hand; however, the hand remains stationary if the caster ceases concentration to take other actions. The hand disappears as soon as the touch attack is successfully delivered or when the duration expires. The hand only receives flank or rear attack bonuses if the caster is in this position relative to the opponent. *Spectral hand* cannot be used together with the *ebony hand* spell, and cannot be used to make other melee attacks.

Putrefaction (Alteration)

Level: *3*
Range: *1″/level*
Duration: *Permanent*
Area of Effect: *3″ radius*
Components: *V,S,M*
Casting Time: *3 segments*
Saving Throw: *Special*

Explanation/Description: This spell will instantly spoil all food and drink in the area of effect. All potions and containers of holy water must save vs. spells as 12th level magic-users or be spoiled and useless. In addition, all creatures within the area of effect suffer 1-4 points of damage and must save vs. poison. Those who fail suffer

an additional 1-4 points of damage and have a 25% chance of immediately contracting the mummy rotting disease.

Gloom (Alteration)

Level: *4*
Range: *6″ + 1″/level*
Duration: *Concentration + 3 rounds*
Area of Effect: *24 sq in + 1 sq in/level*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: This spell reduces daylight brightness (including the illumination produced by *continual light*) to a soft gloom. Torch illumination is reduced to 10', and lantern and magical light ranges are reduced by half. Light penalties for creatures of darkness are negated, and all light-based combat effects are halved (i.e., the "to hit" bonus for *faerie fire* becomes +1; a *sunburst* inflicts only 3d6 points of damage, etc.). The material component is a special incense prepared by the caster.

Negate Turning (Abjuration)

Level: *4*
Range: *6″ + 1″/level*
Duration: *2 rounds/level*
Area of Effect: *One to four persons*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell temporarily negates the ability of 1-4 persons designated by the caster to turn undead for the duration of the spell unless a successful save vs. spells is made. If three or four targets are designated, a -2 penalty is applied to each of their saving throws. If two targets are designated, their saving throws are made at a -4 penalty. If the caster chooses only one target, a -6 penalty applies to the saving throw. Even if the saving throw is successful, the victim's turning roll is still penalized by one step on the clerical turning table (D* becomes D, D becomes T, T becomes 4, etc.)

Vampiric Touch (Necromantic)

Level: *4*
Range: *Touch*
Duration: *Special*
Area of Effect: *Creature touched*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: When the caster touches a living opponent (successful "to hit" roll required), the opponent loses 1 hp +1 hp/level of the caster; the caster gains 1d8 hit points, and the spell is expended. Any additional hit points gained over and above the caster's normal hit point total are treated as temporary additional hit points (as per *aid* spell), and any subsequent damage is subtracted from those points first. If unused, the extra hit points fade away after one turn. The original victim can regain hit points lost to this spell through either magical or normal healing.

Control Undead (Enchantment/Necromantic)

Level: *5*
Range: *6″*
Duration: *Special*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *5 segments*
Saving Throw: *Neg.*

Explanation/Description: Except as noted, this spell affects undead creatures in exactly the same way as the fourth level spell *charm monster*, unless a saving throw vs. spells with a -4 penalty is successful. Undead creatures whose hit dice exceed the caster's level are not affected.

Fear Aura (Abjuration)

Level: *5*
Range: *0*
Duration: *5 rounds/level*
Area of Effect: *6″ sight range*
Components: *V,S,M*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: While this spell is in effect, the sight of the caster causes all creatures of two hit dice or less within the area of effect to flee in terror. Those with more than two hit dice and of the caster's level or less must save vs. spells at -2 or be paralyzed with fear. (Reroll this saving throw once each round until the effect is overcome or until the duration ends). Creatures whose hit dice exceed the caster's level are unaffected, as are those immune to fear.

Undead Summoning I-VII

The *undead summoning* spells function exactly the same as the magic-user *monster summoning*, except as noted. The *summoned* monsters will always be undead creatures, according to the table below.

Spell	Undead	No. Appearing
Undead Sum. I	Skeletons, Animal Skeletons	3-12
Undead Sum. II	Zombies, Coffer Corpses	3-12
Undead Sum. III	Ghouls, Huecuva, Monster Zombies	2-8
Undead Sum. IV	Ghasts, Shadows, JuJu Zombies	2-8
Undead Sum. V	Son of Kyuss, Groaning Spirit	2-4
Undead Sum VI	Mummies, Wraiths, Wights	2-4
Undead Sum. VII	Spectres, Apparition	2-4
(*Undead VIII*	Revenant[1]	1)

1. 8th-level undead can be summoned with *undead summoning VII* spell. The revenant is a temporary construct whose target is the creature (and friends) designated by the caster for the duration of the spell.

Fletcher's Corner

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by Michael Przytarski

"Fletcher's Corner" is a regular column that offers sensible tips from an experienced judge on how to solve everyday problems in role-playing campaigns. The ideas presented are not official rules interpretations; they are simply advice from one member to others. If you have a problem that you would like to see addressed in this column, send it in to RPGA™ Network HQ.

To date, this column has concentrated on helping judges handle common problems within private campaigns. But the time may come when you want to try your hand at organizing a public game —that is, a tournament.

What exactly is a tournament? Most people understand the term to mean a multi-round elimination event which can accomodate hundreds of players. Although that is one type of tournament, the actual definition is much broader. A role-playing tournament can consist of only one round (though two or three is the norm), and team size can range from as few as 4 players to a practical maximum of 12. (Chaos is virtually guaranteed with more than that.) Elimination might or might not take place between rounds, and there are numerous methods of determining winners.

Most conventions prefer to feature one or more large multi-round tournaments, since those can accomodate the most players, and therefore sell more tickets than smaller events. Such events are popular with players as well, since virtually everyone who wants to play can have a shot at the top prizes and quick fame. Unfortunately, large multi-round events are the most difficult to organize, and often have severe problems. More than a few promising coordinators have tried one and steered away from them thereafter, though they may have had the dedication and the desire to succeed. Had they started smaller, they might have discovered how enjoyable it can be.

Starting Out

The first requirement of a good tournament coordinator is experience. Before you try to organize a tournament of your own, you should be personally familiar with several different types of tournaments. Ideally, you should have tournament experience both as a player AND as a judge. After you have judged for other people's tournaments at three or four conventions, you will have a good grasp of how the process works — and more importantly, you will have become acquainted with many other judges and coordinators on whom you can call at a later date.

When you feel ready to run your own game, there are several important decisions to be made. First, decide approximately how many entrants you can handle comfortably. If this is your first time out, resist the temptation to bite off more than you can chew. Start with an event for 100 players or less (preferably no more than 50). Some convention managers may try to badger you into expanding the capacity of your event, but be firm and hold it down until you are sure of yourself. Inexperienced coordinators have no business trying to manage a three-round event with hundreds of entrants. Responsible convention managers realize the value of experience, and will not accept large three-round events from anyone who cannot show credentials and proper experience. (Note that GEN CON® Game Fair does not even allow submissions of events greater than 2 rounds; all three-round or larger events are solicited from coordinators with proven track records.)

Although it may not look difficult at first, any small oversight in your preparations can cause headaches in direct proportion to the size of the event. The paperwork responsibilities you must contend with also increase with tournament size, so be prepared.

The more work you can do yourself, the more control you will have over the situation. Those who help you this time as judges and paper shufflers can learn the ropes with you. Then when you expand your event the next time, you will have aides as experienced as yourself. Take the time to work up to a mega-tournament — it's well worth it.

The Beginning

Now that you have established the approximate size of your event, start planning the end. I know you haven't started planning the beginning yet, but it's more logical to plan the end first in tournament organization. Once you know what results you want, the rest just falls into place.

Size

First, decide on your team size. 6-8 players per team is optimum for role-playing events. Remember, the more players there are on a team, the less chance each has to get into the action.

Next, figure out how many teams you want for the final round. Base this judgement on the available prizes, good judges, and most importantly, space. If you are working with someone else's convention, make sure that you get a WRITTEN agreement up front specifying how many tables are to be provided for each time slot BEFORE agreeing to handle the event. (In rare cases, you may discover that the same convention that wanted you to squeeze in an unreasonable number of players for the first round is equally unwilling to give you adequate space for the final, forcing you to promote less players than you had planned. Most convention managers are very cooperative, but it's wise know where you stand before committing.)

Now that you know how many players you want to end up with, simply factor back to get the number of players in the semi-final and first round. Take, for example, a three-round event in which you plan to eliminate half of the players from each round. You have decided that your final round can comfortably accomodate 15 teams of 6, or a total of 90 players. Factoring back, you must allow for 30 teams (180 players) in the semi-final, and 60 teams (360 players) in the first round. Or, if you are dropping a set number each time (i.e., a flat 90 players from each round), your semi-final would have 180 players and your first round would have 270. Keep everything simple. The problems start to arise when you try to balance unbalanced rounds. Don't try to start with 250 players and end up with 90.

Space

Next, you must arrange scheduling for each round. At smaller conventions, each round usually runs only once. Be sure to allow at least an hour or so between rounds so that you and your aides can score the teams and determine who advances to the next round, if elimination is to be used. For larger conventions, your first round may be divided up into multiple time slots for maximum player convenience. Once you know how many rooms you will need, inform the convention management IN WRITING of your space requirements.

The Middle

The middle phase of planning is probably the worst. Now that you have everything mapped out to the smallest detail, you must put it all into action.

Scenarios

To start with, decide how many individual scenarios you will need and how you will acquire them. The most common procedure is to use a different scenario for each round of the event — so for a three round event you would need one for the first round, another for the semi-final, and a third for the final. This method works well for RPGA Network tournaments, in which the scoring is done by group consensus and individuals advance rather than entire teams.

Alternatively, you could use a different module for each time slot. That is, if you are running your first round at three different times, your semi-final twice, and your final once, you'll need six separate modules. This method is most appropriate for team-

advancement events scored by an objective point system, since it minimizes the possiblility that information can be leaked to potential players between sessions of a round.

Designing Your Own Scenarios

Most tournaments tell a story in parts, similar to the sections of a printed module. There is an overall plotline, and each scenario features the resolution of some small part of the conflict. The final round scenario ties together all the action of the previous rounds. Though it is possible to use separate, unrelated scenarios with only a common element (such as location), most coordinators prefer a continuous storyline which progresses through the individual scenarios.

If your event requires no more than three separate modules, you may be able to write them all yourself, which gives you maximum creative control. If it requires more than three scenarios, it is wise to farm most of the work out to others, and devote your own efforts to editing the final versions for consistency and rules adherence.

As long as you can keep close tabs on the designs and coordinate the overall plot, multiple authors can offer a more developed storyline with more unusual tricks and twists, and noticeable differences in writing style and encounters. However, this is far more difficult and expensive to arrange than obtaining all the parts from a single source (Someone will ALWAYS be late.)

Whether you plan to write the scenarios yourself or with friends, plan to start at least 10 months in advance to leave yourself time for playtesting and revisions. If you don't have that much lead time, it may be better to obtain your modules through the RPGA Network and run a sponsored individual advancement tournament this time then start writing your own for next year.

When you have your overall plotline firmly in mind, outline it on paper. Again, start with the ending. Once you know how you want things to work out, you'll find that the beginning will just fall into place and the remainder flows along nicely.

Try to avoid common storylines such as entering a fortress to recover something. Such overused concepts simply fail to excite many jaded players. Instead, come up with something fresh and original for your tournament. For example, you might combine the recovery of an item with mystery and outdoor adventure, or a journey through other worlds. Or, add a twist to a common theme. Remember, your tournament should be a challenge to all who play it so that they will want to play your event again next year.

Sponsoring

If you would like to have your tournament sponsored by the RPGA Network, you must put in your written request to HQ at least six months in advance. Include a final draft of all your scenarios at that time if you are arranging for them yourself so that HQ can review and edit them before returning final copies and permission to you. Alternatively, you may request that HQ provide you with scenarios if your tournament is for a TSR game system. In that case, be sure to include information on the size of your event, desired game system, number of rounds requested, and any other pertinent details. In any case, the event must use individual advancement. Most importantly, you must wait for written permission and confirmation from HQ before proceeding, since the request may be denied if appropriate scenarios are not available or if your own fail to meet the Network standards.

Judges

Once you have arranged for the modules, it's time to pin down some judges. For RPGA Network events, judges may call you to volunteer their services, since it is to their advantage to participate as much as possible. Otherwise, you're on your own. This is where those contacts you made while judging at previous tournaments become invaluable. Not only are they are usually willing to help, they probably have contacts of their own to call on if you need extras. Judges you know from previous tournaments are generally reliable — after all, they have track records at least as good as yours already. And since they have worked tournaments before, they know the ropes and can be invaluable help when you need it.

But no matter how dependable you feel your judges are, ALWAYS cover yourself with extra judges who are familiar with the material. Tournament organization is not an exact science, and numerous things can and will go wrong at the last minute. You can't prevent some problems, but you can be prepared for them. If you have backups, you can still handle the situation when, for example, the convention oversells the event (whether by accident or intention), or some of your scheduled judges fail to appear. (Even the best judges may become ill or injured at the last minute.) If you have no one to fall back on, you can find yourself having to turn away ticketed players, and disappointed players probably won't sign up for your event next year.

Ideally, you should try to schedule half again as many judges as you think you will need for each time slot. If all of your judges appear, well and good, but if not, then you're covered. Extra judges also means that you can expand the event on site if there are sufficient prizes available and the convention has space for extra teams in all rounds.

When you give your judges their schedules, remember to reserve anywhere from 15 minutes to 1 hour prior to each session for a judge briefing. The briefing allows time for the judges to ask questions as well as point out problems to the others. At least an hour should be reserved for briefings in team advancement events, since it is critical that all judges handle the module in the same way. Each team must face the same challenges, because objective scoring depends on comparing one team's overall performance against the performances of all the others.

Individual advancement events, such as the RPGA Network tournaments, do not require as much briefing time. It is not critical that the judges all run the module in exactly the same way and at the same speed; half of each team will advance in any case. Likewise, it does not hurt the players' chances if the judge makes a mistake.

Distribution

Normally, it's your responsibility to have the modules printed up and distribute them to your judges once they are completed. Many coordinators prefer to mail out the modules to the judges 2-4 weeks before the event so that they will have sufficient time to study the scenarios and prepare. A small few prefer to hand them out at the convention. This gives the judge no chance to prepare, but it helps to ensure that details of the scenario do not leak out to potential players. Recently, I have seen the advantage of mailing the module to the judges, but leaving the key section out until the judges' briefing. This allows the judges to prepare, but the end or the key part remains a secret until game time.

Eliminations

Several methods of tournament elimination exist. One of the best is individual advancement — that is, advancing only the best players from each team, leaving the driftwood behind. The best example of that method to date is probably the RPGA Network voting system. The best players are chosen by team consensus, with the judge's vote carrying extra weight. This method prevents a lot of arguments, since everyone knows how the choice was made. I myself have not seen a better system for individual advancement yet.

Alternatively, you may advance the best teams, eliminating those teams whose overall performance was poorer. Team advancement allows players who like to play together to advance together through the entire event, and to develop their characters by playing off one another's strengths. Since no one can watch all the teams at once and compare them, this system requires an objective point system for scoring based on goals achieved, character casualty rate, etc. If you choose this method, you must tailor the scoring system for the individual event sometime during the design phase. The disadvantage is that team advancement allows the driftwood to pull a few good players down with them, or several good players to pull some driftwood ahead with them, thereby lessening their chances in the subsequent tougher rounds. If you prefer to use team advancement, the best scoring method is probably the old RPGA Network system, which allowed points for role-playing and for accomplishments.

Winners

Choosing winners may be the hardest part, as there are several ways you can do it. If you are using individual advancement, you can use the same methods to choose the best player(s) from each final-round team as you used for advancements. Or, you can choose the best player overall by one of several methods — a playoff round, debate among the final-round judges, or some more random means. Choosing an overall winner has several advantages — it cuts down on the number of prizes that must be awarded (and therefore expense) while giving more prestige to a few players. Many players would prefer to be known as the best one out of hundreds, rather than as one of the three or four best. On the other hand, this only makes the top player happy; all the other good players are disappointed, and may argue with you about how the winner was chosen.

If you are using team advancement, simply use your objective point system to choose the best team, as you have for eliminations, or bring in the judges for a round-table discussion.

Prizes

Since prizes normally come out of the event proceeds, decide on them early. I won't even attempt to list all the different kinds of prizes that have been awarded over the years. Instead, I will just suggest some of the more popular items. Plaques, trophies, or certificates of award are one of the best choices for hardcore gamers, who like to have that concrete proof of their achievement. Cash, gift certificates, and expensive items are also popular, but be careful in making arrangements, or it may result in high out-of-pocket expense for you if your event doesn't fill and accusations of favoritism from disgruntled players. Memberships in the RPGA Network are an excellent choice. If the event is sponsored by the RPGA Network, HQ may donate some memberships as prizes. Otherwise, you can buy memberships yourself from the event proceeds. Whichever way you do it, the results are gratifying. The last (and leat-appreciated) category is material goods — games, T-shirts, books, modules, and any other miscellaneous gaming aids you can procure. These are not as popular as the other prizes, but with a proper awards ceremony and plenty of peer response, they work.

The End

The end of a tournament is actually the beginning for the players — the actual running of the event, which represents the culmination of months of preparation and effort. There are very few pointers for this area that have not been discussed yet, but here are a few.

When the starting time for your event rolls around, it is up to you to brief the judges and arrange for someone to sort the players into teams if needed. Match up your judges with teams, assign rooms, and send them off to play.

Once the event is in progress, you are responsible for making sure that everything runs smoothly, and for scoring the teams and posting advancements for subsequent rounds. For larger events, you will probably need volunteers just to help you with scoring, and it helps to have someone posted out front to fend off questions so that you and your assistants can get the scoring done without interruption.

Finally, you must take care of the end. Do the final scoring, announce the winners, and award the prizes.

Aftermath

It's over. The modules have been run, the prizes have been given out, and the players have gone home. You sit back and think about how much you learned this year and about how well next year's event will go, right? Wrong! Never, never, commit yourself for another tournament until two or three months have gone by. Why? Because some of the problems won't surface until several weeks later. For example, you may discover that you actually lost money, or you may receive complaints after the fact about organization or other problems with the scenarios. Even judge problems often reveal themselves at a later date. So wait. The decision can be made at a later time.

I hope that all the above information has been helpful to those of you who were planning to run a tournament at one of the many gaming conventions around the world. Just remember that those who have already done a tournament are the best source of information. So go after the experienced people for advice. After all, tournaments are the lifeblood of conventions, and few gaming achievements are as gratifying as running one successfully.

Convention Announcements

California

ORIGINS '86

This year, Origins moves to the west coast. Visit the beautiful Los Angeles Airport Hilton Hotel July 3-6, 1986 for a "party Origins," Los Angeles style. The convention will feature an RPGA Network AD&D® Game Open tournament ("Day of Al'Akbar," by Allen Hammack), along with other role-playing events, boardgames, miniatures, seminars, an auction, and much more.

For information on attending, contact: DTI/ ORIGINS '86, P.O. Box 8399, Long Beach, CA 90808.

For judging information, contact: Brian Peters, 29845 Tonawanda Road, Apple Valley, CA 92307. Phone: (619) 247-4908.

Georgia

SEAGA '86

This gaming convention will be staged at the Airport Sheraton Hotel in Atlanta Georgia on June 20-22, 1986. An RPGA™ Network AD&D® Game Open Tournament will be featured, plus other tournaments for a variety of fantasy and science-fiction role-playing games. Registration fees are $12 until June 19, and $15 at the door.

For information or registration, contact: SEAGA '86, P.O. Box 16564, Atlanta, GA 30321.

For judging information, contact: Ed Kramer, Box 148, Clarkston, GA 30021. Phone: (404) 351-1800.

ATLANTA FANTASY FAIR XII

This comics/gaming/science-fiction convention will be held at the Omni Hotel and Georgia World Congress Center in Atlanta July 25-27, 1986. Guests of honor include Ralph Bakshi, Boris Vallejo, Greg Hildebrandt, Stan Lee, Diane Duane, and Steve Jackson. 14 gaming tournaments will be offered, including a 3-round RPGA™ Network AD&D® Game Open tournament ("The Long Way Home"). Other activities include a costume contest, films, an art show, and panel discussions. Registration fees are $2 until June 30, and $29 thereafter.

For information on attending, send SASE to A.F.F., P.O. Box 566, Marietta, GA 30061. Phone: (404) 662-6850.

For judging information, contact: Ed Kramer, Box 148, Clarkston, GA 30021. Phone: (404) 351-1800.

CONFEDERATION (WORLD SCIENCE-FICTION CONVENTION)

Don't miss the famous world science-fiction convention at the Atlanta Hilton and Mariott, August 28-September 1, 1986. This year the convention features an RPGA™ Network AD&D® Game Open Tournament, plus several other Network-sponsored events. The Guest of Honor will be Ray Bradbury.

For judging information, contact: Rembert Parker, P.O. Box 180866, Austin, TX 78718. Phone: (512) 258-9917.

Illinois

QUINCON

Come to Quincy, Illinois on the weekend of July 18-20, 1986 for the first-ever QUINCON, featuring Jim Ward, Tom Wham, and Penny Petticord as special guests. Featured tournaments include an AD&D® Game Open tournament, a MARVEL SUPER HEROES™ Game Open tournament, and possibly a GAMMA WORLD® Game Open tournament, all sponsored by the RPGA™ Network.

For information on attending or judging, contact: Greg Stille, 3510 Melodie Lane, Quincy, IL 62301. Phone: (217) 223-8226.

Indiana

SUMMER GAME I

Batesville, Indiana is the site for a one-day convention on July 19, 1986. SUMMER GAME I will feature an RPGA™ Network AD&D® Game Open Tournament, plus other role-playing and boardgame events.

For information on attending or judging, contact: Rob Westerman, Route 1, Box 158, Sunman, IN 47041-9732. Phone: (812) 852-4542.

EMPEROR'S BIRTHDAY CONVENTION

Come to Elkhart, Indiana on July 20, 1986 for a gaming event you won't want to miss. This year, the convention will once again feature an AD&D® Game Open Tournament, plus other role-playing events, miniatures, and boardgames.

For information on attending or judging, contact: Mark Schumaker, c/o The Brigade Gaming Group, 1621 Frances, Elkhart, IN 46516.